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Just a d10 away

The tens column in the top right corner of the cover is as high as it can go, which has got us to thinking about what happens when we roll it back to zero.

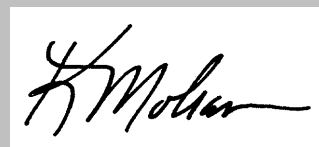
Issue #100 will be published in August 1985. In the grand tradition of numerological celebrations, we'd like to make it a very special issue. We will have started planning for it by the time you read this, and now I'm asking you to join the process.

A lot of you write letters asking us to publish an article or feature on this or that. Feedback like that helps us decide what direction the magazine should take over the long haul. Now what we need are ideas for a *particular* issue. The next time you write us a letter, tell us what you think we could do to make issue #100 special for you.

They say there's no such thing as a bad idea, and I tend to believe them. (Otherwise I would have had quite a few by now.) In other words, no reasonable request will be disregarded. We won't publish a 500-page book, we won't produce The Complete Unpublished Works of E. Gary Gygax, and we won't put a color painting on every page. If something like that is what would make the issue special for you, you're not going to like #100 very much. But if there's something you've always wanted to see us do and you think we can do it, don't be afraid to ask.

We're not asking you to do all our thinking for us — obviously, we're going to have some brilliant ideas of our own (one of these days). We won't be able to satisfy all the possible requests, let alone the impossible ones, in a single issue. But issue #100 will be special indeed to a few people whose ideas help to shape it — and one of those people could be you.

In issue #88, in the space next to this one, I talked about Arn Ashleigh Parker's article on falling damage, referring to "Ms. Parker" and "her knowledge" of the subject matter. Well, Mr. Parker called the office right after the issue came out to say that *he* was surprised. I'm sorry, Arn; I hope this will set the record straight — and while you're at it, you can mark down one bad idea for me.





Perhaps the most popular historical pantheon among AD&D® game players is the Norse mythos. Certainly the most popular kind of special inclusion in DRAGON® Magazine is an adventure for the AD&D game. We took those two facts, mixed them together, stirred in a good dose of Roger Moore's imagination, and came up with *Aesirhamar*, this issue's main feature. If your campaign has characters who are able to cope with the out-of-this world environment of the plane of Gladsheim, they just might be pressed into service one of these days; it seems that the gods of Asgard have a problem that only a group of worthy mortals can solve.

Accompanying the *Aesirhamar* adventure is "Plane facts on Gladsheim," in which Roger lays down all the ground rules that will apply when characters make their way along the Rainbow Bridge into the land that Odin and Thor call home. The task awaiting your characters is a great one, but in the interest of fairness — which is a big thing with the Norse gods — so are the rewards for successfully completing it.

We welcome another cover artist to the fold this month. Jeff Busch prepared this rendition of a hungry harpy descending on a shipwrecked sailor who's probably wishing he had been washed overboard when his schooner smashed into the rocks.

All of you who've been clamoring for more articles from E. Gary Gygax can stop clamoring and start reading. The author of the AD&D game did some writing just after returning from the GEN CON® XVII convention in late August, and we're blessed with a few issues' worth of columns that you'll be seeing in the months to come. His first offering is a comprehensive list of all the creature types that can be affected by the *charm person* and *hold person* spells, followed by an update on what's been happening with many of the projects that Gary has been involved in.

Contributing editor Ed Greenwood has his name on two of this month's features: "The enchanting incantatrix," an NPC class that can make life very tough for opposing spellcasters, and "Bats that do more than bite," in which our old friend Elminster makes another appearance.

Articles about superhero games dominate the ARES™ Science Fiction Section this time around. Gregg Sharp, in a feature on the CHAMPIONS™ game, describes some organizations that are looking for a few good super agents. Steve Perrin, who designed the SUPERWORLD™ game, updates his own rules with new powers, advantages, disadvantages, and handicaps that have shown up in the comics since the game came out a year ago. Unfortunately, the new powers don't include predicting what the comics will come up with in the future. Fortunately, that means we can expect another article from Steve in a year or so. . . . —KM



NPCs & levels

Dear Editor,

I was wondering if there was any way for DMs to build up the levels of their NPCs like duellists and bandits. Are they just supposed to be created already as high-level characters or is there a special way to take them through their own adventures? I can't find any place in the DMG which mentions anything about this.

Bob Denall
Bend, Ore.

NPCs such as the duelist (from DRAGON® Magazine #73) are generally meant to be created at specified levels, high or low, to challenge player characters at those levels. It isn't necessary to take NPCs through their own adventures in order to raise their levels; this may be done arbitrarily by the DM so that certain NPCs in a campaign rise in levels at about the same rate as the PCs.

We include experience-point tables for NPCs in our articles for one principal reason. The numbers provide a way of measuring roughly how long a time it takes for an NPC to "naturally" rise from one level to the next highest. If you develop a 6th-level NPC for your 6th-level PCs to contend with, and you intend the NPC to be a continuing character in the campaign, you need some way to determine when he rises to 7th level, 8th, and so on. Assuming that he's an adventurer (and not all NPC classes are), then he is probably gaining experience points at about the same rate as the PCs are, and on that basis he should be rewarded with new levels when appropriate — even if he hasn't actually been present in every one of the player characters' adventures. After all, there is more than one dungeon in the world . . . — KM

Lendor & Syrul

Dear Dragon:

In issue #86 Lendor is said to have 1 attack per round, but having 13th level fighter ability he should get 2 attacks per round. I hope this is a typo and not his true no. of attacks.

Jim Grover
Macomb, Ill.

Dear Dragon,

In the description of Syrul (#88), she has a movement rate of 14". But she is also listed as being an 11th level monk and the Players Handbook states that an 11th level monk's movement rate is 25". Could you please explain this for me?

Scott Parvin
Carbon Hill, Ala.

A deity by its very nature, has none of the restrictions that a normal character has. The powers implied by a god's character class abilities will stand unless supplemental information is specifically given about them. In these two exam-

ples, Lendor's figure for number of attacks and Syrul's figure for movement rate take precedence over what those figures would be if they were "simply" a 13th-level fighter and an 11th-level monk respectively. No contradiction of the rules occurs in cases like this: the gods have superhuman powers and abilities, and do not follow laws made for mortals. — RM

Norebo & Wee Jas

Dear Dragon,

Issue #86 states that Norebo "is the lover of Wee Jas and is often in her company." Issue #88, though, states that Wee Jas "is not on good terms with any chaotic deity." Okay, so maybe gods fantasize too, but I can't imagine a lawful greater god such as Wee Jas allowing a chaotic lesser god such as Norebo to make such public statements without some form of punishment. So what's the story?

Sgt. Mark Lindner
SHAPE, Belgium

I can think of two possible explanations, and anyone who cares about having this explained can choose between them:

1) Opposites attract. Norebo and Wee Jas are madly in love with each other, but she doesn't want her lawful reputation besmirched by having this fact be common knowledge, so she doesn't admit to it. Norebo, being incurably chaotic, blabs about his love for Wee Jas to anyone who will listen — but that's okay, because nobody believes him.

2) We goofed by allowing those contradictory statements to be printed. The description of Wee Jas wasn't edited until after the description of Norebo had been published. If we had produced the descriptions in reverse order, we probably would have noticed the problem and removed the passage in question from Norebo's text, which is what you should do to set things straight. — KM

Subs & stores

Dear Editor:

Since issue #81 a store in my city has had the current issue of DRAGON Magazine for sale before I received my copy in the mail. Other magazines are usually sent to their subscribers before they are shipped to stores. Is this not your policy, or is there some other explanation?

Ali T. Kokmen
Rochester, Minn.

The mailing of the magazine to subscribers and to wholesale and retail outlets (distributors and stores) takes place right away after the magazine is printed. Technically, subscriber copies do go out before shipments to stores, but the difference is usually only one day. Subscriber copies are sent by second-class mail, which works the way it's supposed to but is not exactly the fastest way of

getting something from point A (the post office) to point B (your mailbox). Shipments to stores are sent through various freight services — not through the U.S. Postal Service — which is often somewhat faster;

So, it's not unusual for a store to get its shipment before subscribers in the same city receive their copies, and I suppose it happens fairly often when the delivery destination is not too far away from where they're mailed (the magazine is printed in and mailed from a city near Milwaukee). Even if you don't get your magazine as quickly as your neighborhood store does, the advantages of subscribing are still worth it: Each magazine costs you less, and (assuming nothing goes wrong with the mails) you're guaranteed to receive each issue, and get one that's in the best possible condition. — KM

Big, bad Baba Yaga

Dear Dragon,

I greatly enjoyed "The Dancing Hut" in #83. But its version of Baba Yaga very much contradicted the version in issue #76. For instance, in #76 Baba Yaga has a strength of 22, but in the #83 version she only has a strength of 20. I am wondering why this happened.

Melvil Logan
Toronto, Ontario, Canada

Dear Editor:

I thought "The Dancing Hut" by Roger Moore in issue #83 was very well designed. I can only find two faults with it. First, in the introduction Mr. Moore said that Baba Yaga is immune to

all magic and later he said that she cannot be hit by any non-magical weapon. If that is true, then she cannot be killed! The second flaw was that in the DMG it says Baba Yaga's Hut is worth only 90,000 g.p., but within Mr. Moore's Hut, Baba Yaga's throne is of value beyond reason or counting alone. Could you please clarify this for me?

Martin Stuart
Honolulu, Hawaii

Several people have written in to say that the Baba Yaga who was described in the "Dancing Hut" module in #83 was not the same one as described in the Sage Advice column of issue #76. Others have also noted that the "Dancing Hut" is not like the Baba Yaga's Hut described in the DMG.

This was done on purpose. I knew a lot of people would be familiar with the description of the hut from the DMG, and I didn't want the version in the module to resemble it too closely. This adds an element of surprise and freshness to the module — no one knows what to expect, and this is as it should be. If your players knew from the start what your dungeon was going to be like, would you enjoy running them through it?

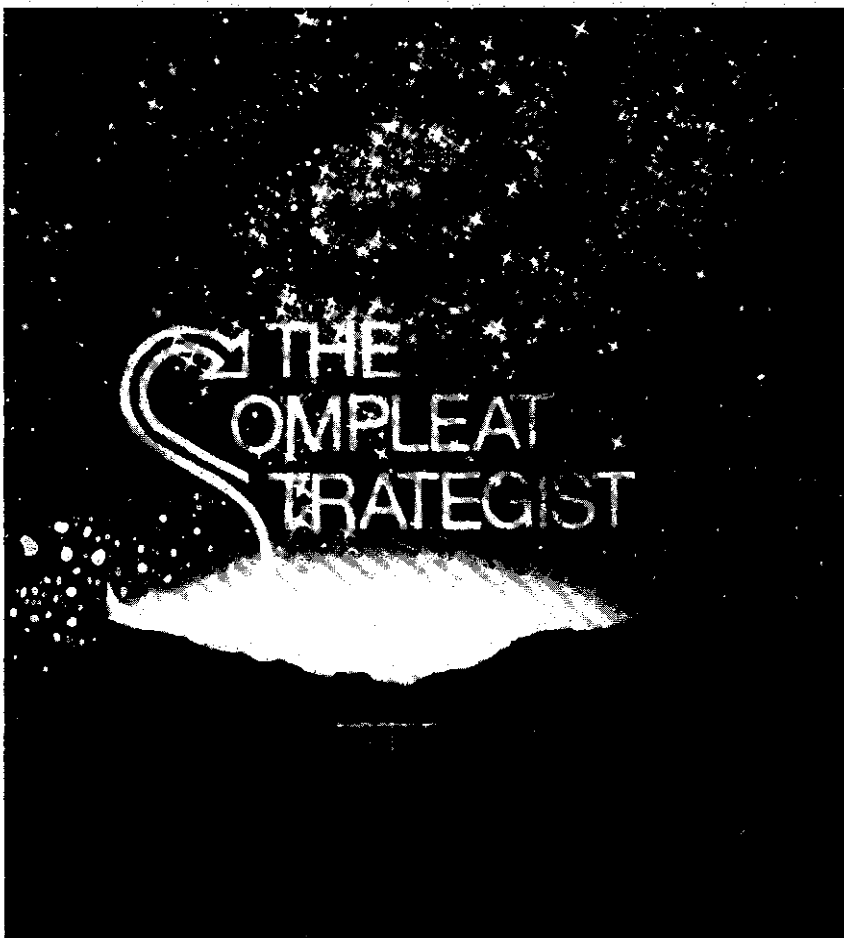
The descriptions of Baba Yaga and her hut from other sources can be taken to be "rumors" and "legends" told about them. If players have read those descriptions, that's fine. They know ahead of time that Baba Yaga is bad news and her hut has many rooms inside it. But everything else they know is wrong, which is how it goes with rumors and legends if you put all your faith in them. If some readers were particularly disturbed that the hut and its owner were not like they had been described, then they can alter the text as they see fit. The module wasn't "official," if that

means anything to you.

I described the throne as being beyond value (and this of course applies to the entire hut, too) because I found it impossible to make even a good estimate of what such a thing would be worth. The hut described in the module is much more detailed and more lavish than what the DMG description seems to imply and its value — if such a thing could ever be determined — would certainly exceed 90,000 gold pieces by an incredible amount.

Finally, yes, Baba Yaga (as described in #83) is pretty terrible. I made her that way on purpose. Lots of people look for a challenging opponent when their characters reach high levels, but find none. Most high-level characters are also very versatile and have many ways of attacking and defending themselves. Baba Yaga is no exception, and because she might often be pitted alone against numerous opponents, I wanted to give her a chance to make the player characters sweat bullets. The Russian legends about her make her pretty terrible to begin with.

I don't think it's a good idea for PCs to go after Baba Yaga with the intention of slaying her, which isn't easy to do anyway. (For the record, the module did not say that Baba Yaga was immune to all magic.) I have no idea what the experience-point value for her would be if she were slain. She works best as a long-playing NPC who can show up to harass or assist characters across a number of adventures, and perhaps even different campaigns. Really powerful characters like Baba Yaga, saints (as described in issue #79), or the quasi-deities of Greyhawk (issue #71) can serve as exciting encounters for high-level campaigns to bring adventure, danger, and thrills into the lives of powerful characters. — RM



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The forum

Opinions and observations

After the publication of the lengthy article "Physics and Falling Damage" in issue #88, I feel compelled to voice a concern.

When I first opened my Players Handbook, one thing was clear to me — this was a game, not a simulation. Characters could do superhuman feats of strength and magic. Also, the combat system revolved around one-minute intervals of time. It was very *unrealistic* — it was a game.

However, in the last few years DRAGON Magazine has time and again presented "realistic" studies about combat, weather, etc. In fact, the general attitude of the gaming public has shifted toward simulations.

The most extreme example of this attempt at realism came in the form of the aforementioned article. Six pages were devoted to a complicated detailing of a falling damage system. "Scientific" facts and theories were presented to give a realistic simulation of the effects of a falling body in a gravity field. It was very interesting, very lengthy, and very un-needed.

Mr. Gygax himself states on page 9 of the DMG that AD&D is a game, not a simulation. Further, he says that any attempt at realism would be an "absurd effort." Also, he writes that a realistic simulation in the realm of make-believe "can be deemed only a dismal failure"; and also that readers who seek realism "must search elsewhere."

Often, this magazine presents articles trying to

explain rules (in the AD&D game) in realistic terms. What a waste of energy, time, and space! To try to add realistic changes into an inherently unrealistic game would bring about its collapse. Many times you have tried to explain, in realistic terms, why certain classes can or cannot use certain weapons. This is un-needed, for those restrictions were made to keep the game in balance and to aid in role-playing. Instead of explaining why or why not certain weapons can be used, for instance, maybe the space could be used to list new weapons, or ways players can maximize available weapon use.

In conclusion, I would like to say (in my opinion, of course) that the downfall of the AD&D game may not come from an outside agent, but from within the gaming world. In the quest for quasi-realism, the game may be greatly altered or even forgotten. This would be a great loss.

Jeff Martin
Marion, Ill.

* * * *

I am writing in response to the article "Physics and Falling Damage" (#88). According to that article, "falls of between 2 and 5 feet, including falls from horseback, should cause 1d6 of damage." I think that's ridiculous. That means that the average first-level character (who has about 6 hit points) who falls off a horse seven times (at the most) would be into negative hit points. Maybe it's unlikely that someone will fall off a horse seven times, but it might be while he's just learning to ride, or it doesn't even have to be off a horse; he just has to fall from between 2-5 feet.

Also, the article says, "For falls of 2 feet or less, only 1 point of damage is incurred." Only 1 point of damage!! That means that when you trip, you take a point of damage. (When you trip, most of your body travels 2 feet or more before hitting the ground.)

I, for one, think that the system presented in the article is a waste when there is an easier and better system in the Players Handbook.

Jim Tuttle
Millbury, Mass.

* * * *

I read with interest Arn Ashleigh Parker's article concerning falling damage in DRAGON #88. It appeared well organized and showed evidence of a lot of hard work. That's what makes it painful for me to point out the fatal error in his system. He is correct to assume that velocity is the most important factor in calculating damage. However, the relationship between velocity and falling damage is not linear, but geometric.

According to the ballistics tables in the *Speer Reloading Manual Number Ten for Rifle and Pistol*, the energy generated by a bullet increases proportionally to the square of the increase in the velocity. Thus, an object moving twice as fast will generate 4 times as much energy, and an object moving 3 times as fast will generate 9 times as much energy.

As a graphic example, a person's nose hitting a brick wall 30 times at a velocity of 1 mph (about 1.5 feet per second) should not incur as much damage as the same nose hitting once at 30 mph.

Steven Winter has, in his rebuttal article, picked up on this error, and on one other —

namely, that kinetic energy is what does the damage. A soft, falling body is unable to transfer all of its kinetic energy to the ground. It is the energy not transferred which does the damage to the body.

Jay D. Glithero
Bensalem, Pa.

* * * *

I regret that you have relegated the fundamental rules governing the universe to a matter of opinion in the pages of DRAGON #88. While Steve Winter's rebuttal does much to mitigate my horror, I still feel the need to comment on Arn Ashleigh Parker's article about falling damage.

Mr. Parker presents a cogent and physically valid argument for kinetic energy determining injury from a fall, only to arbitrarily dismiss the conclusion because it doesn't sound right. We have precious few physical laws and — despite his claim to the contrary — one of these does necessitate kinetic energy having a direct effect on falling damage. It is the often-quoted Law of Conservation of Matter and Energy, which says in part "energy is neither created nor destroyed." The direct consequence of this law is that *all* factors of the kinetic energy equation (not just the square root of one factor) come into play.

Mr. Parker's reply is that "physics . . . is very much intuitive. It does not make sense that the square of velocity linearly relates to falling damage."

Reasoning based on intuition and what sounds right is not science. It is handwaving and quackery. Furthermore, the lack of professionalism displayed by DRAGON Magazine in printing such pseudo-science is disturbing.

In closing, let me say that Steve Winter's rebuttal was eloquent and meticulously correct as far as he took it. There remains, however, an open niche for a falling damage system based on a given amount of damage per unit of distance fallen (like the Players Handbook method), but which incorporates a few other factors. There is no current provision for good or poor landings, no weight factor (mass is every bit as important as the squared velocity), short falls are entirely too lethal for zero- and first-level characters, and long falls are much too safe for high-level adventurers. Each of these points must be addressed in any viable alternative.

Jonathan Heiles
Pleasant Valley, N. Y.

* * * *

In issue #88, I read an article called "Physics and Falling Damage." In this article is a new system for falling damage which prescribes 1 hp of damage for a 2' or less fall, and a full d6 of damage for falls of 2' to 5' and falls from a horse. If someone took 1-6 points of damage every time he or she fell off a horse, there wouldn't be many bareback riders in the circus, would there? What about little rich kids, or nobles' kids with ponies?

I think that people who fall 2' should be inactive for 4 or 5 segments, and those who fall off horses should take 1-3 points, or thereabouts.

Ted Van Horn
Silver Spring, Md.

* * * *

In response to the letter from David Godwih in issue #87, I believe he is correct in stating that a natural imbalancing factor exists in the game as written. Unless a DM takes pains to regulate a campaign, advancement and acquisition will

(Continued on page 89)

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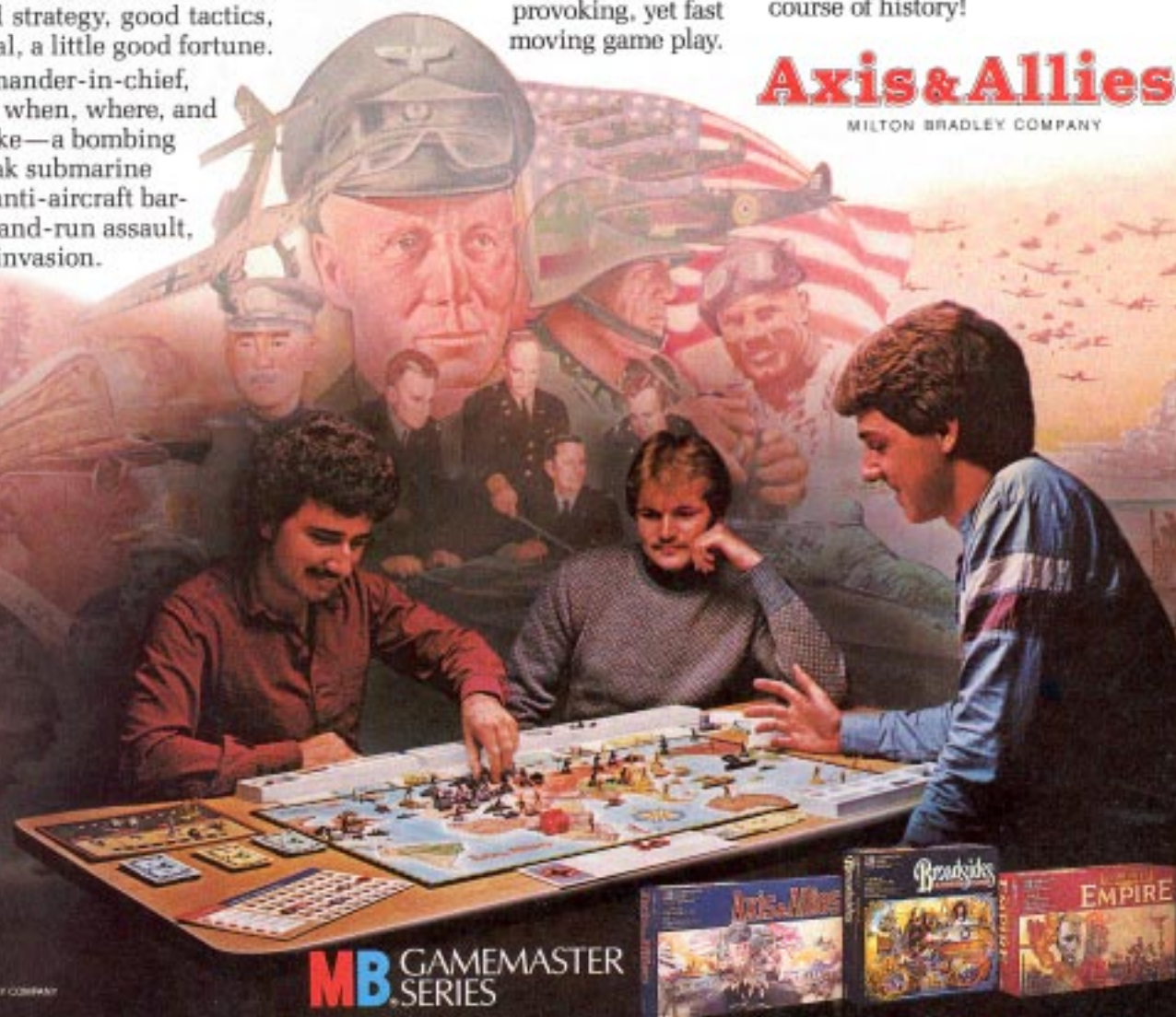
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The enchanting incantatrix

A spell-shielding, spell-stealing NPC class

by Ed Greenwood

"But how could a mere wizard defeat the Archmage with a spell so beyond her powers?" asked the sage skeptically.

"It is said," replied the teller-of-tales in a low, guarded voice, "that she stole the spell from his own *mind*!"

"Impossible!" sputtered the sage.

The other shook his head slowly. "No, my friend," he corrected the learned one. "Not for an incantatrix."

Although the spells and powers of incantatrices are akin to those of magic-users, these rare and mysterious individuals have unique spells and a dweomercraeft all their own. They are especially adept at countering and negating the magics of other spellcasting creatures and individuals, and at dealing with creatures who exist simultaneously on more than one plane (such as certain undead). But at the same time, incantatrices are woefully weak in physical combat of any sort, and their offensive spells are severely limited. Although incantatrix spells resemble the magics of many spellcasting classes, the penalty paid for such breadth of ability is the lessened power, by comparison, of most incantatrix spells.

In the Realms, according to the sage Elminster, such individuals were and are very rare. It was not until the Testing of the "witch" Alaertha by the Council of the Mighty in long-ago Guldethym that such spellcasters were recognized as a distinct breed (or class) of magic-users, even as we look upon illusionists, with unusual talents in their own right. Most were previously thought, as apprentices, to be magic-users of limited intelligence and a twisted or "tainted" intellect; they seemed unable to comprehend and wield certain magics (such as *burning hands*, *magic missile*, and *shocking grasp*), but were capable of grasping some illusionist magics, and of self-training themselves to an astonishingly great mastery of certain spells — even if with painfully slow years of practice and study.

All those identified as incantatrices (and there are only seven known living incantatrices in the Realms at present) thus far have been females of human or half-elven stock. It is not known whether beings of other races and sexes can become incantatrices, but some sages suspect that the (human male) spellcaster known as Durngrym, an adventurer who lived some seven hundred winters ago, was an incantatrix (the male term, according to the sage Marridus, is "incantatar"). The individual presently known only as "The Mage of Stars" may also be an incantatar.

An incantatrix must have the same faculties for mastery of magic (minimum ability scores) as a magic-user, and they learn their craft through tutelage, practice, and study as do magic-users. They thus use cantrips as an apprentice, and are as restricted in the use of armor and weapons as magic-users are.

All incantatrices can immediately grasp both *read magic* and *read illusionist magic* (see below) when introduced to those spells, and with continued study their powers become quite different from those of both magic-users and illusionists. To learn spells "belonging" to classes other than magic-user that are understandable to them, incantatrices must employ tutors of those classes or obtain the knowledge from scrolls (a process which, once the scroll is deciphered, requires long, painstaking research and experiment). Those few spells unique to the class must be learned from another incantatrix who can herself cast them, or developed through much research. (An incantatrix must have an intelligence of 18 to cast 7th-level incantatrix spells, a minimum intelligence of 17 to cast 6th-level incantatrix spells, and so on.)

The few incantatrices known have all been secretive, quiet loners, revealed as at least a bit paranoid by their words and actions. Their



lives seem dominated by an urge to improve their arts, and those who have risen to the highest levels (23rd and above), it is whispered, do study and sometimes master the offensive spells of magic-users that were beyond their powers when they were of lower level.

Incantatrices may be of any alignment. Although they do not in any sense seem to be an organized sisterhood or "secret society," they often, having similar aims and interests, act together to combat common foes — notably, those individuals who use magic in a dangerous, irresponsible manner. They seem to particularly dislike those who often create *gates* or otherwise compel or allow creatures to enter the Prime Material Plane from other planes. As a druid protects his forest, and in another sense all forests, an incantatrix will attempt to police the unrestrained use of magic about her abode, or challenge (not always openly) such uses that she observes elsewhere. An incantatrix who does not have to do this often may live in seclusion and study, like a sage — and anyone who lives nearby may not even realize that she has spellcasting ability.

To advance in level, an incantatrix must accumulate the necessary experience points and then be tutored (for 1-4 weeks, depending upon her skills and prior accomplishments) by an incantatrix of at least as high a level as the one she is trying to achieve, or by a magic-user of at least 3 levels higher than the level she is trying to achieve. If none are available, an incantatrix can self-train, a process requiring access to a sizable library of magical tomes and 4-12 weeks of isolated, continuous study. This training is distinct from learning individual spells from illusionists, clerics, and druids. An incantatrix

can herself master magic-user spells of attainable level without specific teaching from a magic-user.

In addition, incantatrixes have a number of unique talents and abilities. At 3rd level (Dweomadar), an incantatrix gains the ability to see *ethereal creatures*, including out-of-phase creatures and those employing temporary magic such as spells or magic items, when the incantatrix is on any plane that the ethereal plane permeates (such as the Prime Material), and so long as the ethereal creature occupies an equivalent Ethereal Plane position within 3" of the incantatrix's location.

At 4th level (Memurge), an incantatrix gains the ability to physically or magically attack creatures who are out of phase, *ethereal*, *blinking* rapidly about, and so on. For magical attacks of this sort, the incantatrix may use several of the spells she gains at higher levels, such as *disrupt undead*, *ray of oblivion*, *feeblemind*, *hold monster*, and *power word, stun* — but not *stealspell* or *unbinding*.

At 6th level (Weirworker), an incantatrix gains immunity to the level-draining powers of creatures employing energies from the Negative Material Plane, such as xeg-yi and many undead.

At 8th level (Spellbinder), an incantatrix gains the ability to sense the general nature of a spell's effects as it is being cast, if the casting is done by a spell-user within 4" that the incantatrix can clearly observe. This ability will also work through a *wizard eye* or a *crystal ball*. The spell-like natural powers and vocal-only spells of dragons and certain other beasts cannot be identified in this way.

For example, this power would allow an incantatrix observing the opening gestures of the casting of a *ray of enfeeblement* (by a magic-user) to determine that the spell affects only one target creature and that it is in some way connected with weakness. The spell's duration, precise intended effects, and specific effectiveness against the target in question would not be known to the incantatrix, except by subsequent observation. Note that this ability is *not* the same as that imparted by an *ESP* spell, and usually does not give an incantatrix time to determine what spell is being cast, for the purpose of casting her own counterspell.

At 20th level, an incantatrix gains a still-mysterious ability to drain magic from an item or device that has charges, and use that magical force to restore her own vitality. (Only two incantatrixes, the long-ago Alaertha and the present-day Ishaera, are known to have reached this level of accomplishment, and neither has revealed much of her arts to others.) This power does not work on a permanent item that has no charges, nor on an artifact or relic. It cannot be used to augment or restore spells or magical items possessed by the incantatrix, but only as a form of *cure light wounds* magic; one drained magical charge gains 2-8 hit points for the incantatrix.

To use this power, the incantatrix must remain still, holding the item to be drained with her bare hand or hands, for one round per charge drained. An incantatrix can use this ability before combat to temporarily augment her hit points above her normal maximum — but this does not raise her level or hit dice for purposes of spellcasting, saving throws, and the like. These extra, "phantom" hit points last for only 1 turn before their energy is forever lost, but any magical or physical damage suffered by the incantatrix during that turn diminishes and exhausts the "phantom" hit points before the incantatrix suffers any real hit-point damage.

INCANTATRIX TABLE I

Experience points	Experience level	4-sided dice for accumulated hit points	Level title
0 — 2,500	1	1	Gramaryear
2,501 — 5,000	2	2	Coronar
5,001 — 12,000	3	3	Dweomadar
12,001 — 24,500	4	4	Memurge
24,501 — 44,000	5	5	Diathosil
44,001 — 69,000	6	6	Weirworker
69,001 — 120,000	7	7	Nightstar
120,001 — 190,000	8	8	Spellbinder
190,001 — 290,000	9	9	Incantatrix

250,000 experience points per level after the 9th.
Incantatrixes gain 2 hit points per level after the 9th.

INCANTATRIX TABLE II

Incantatrix level	Spells usable by level						
	1	2	3	4	5	6	7
1	2	—	—	—	—	—	—
2	2	1	—	—	—	—	—
3	2	2	—	—	—	—	—
4	3	2	—	—	—	—	—
5	4	2	1	—	—	—	—
6	5	3	1	—	—	—	—
7	5	4	2	—	—	—	—
8	6	5	2	—	—	—	—
9	6	6	3	—	—	—	—
10	6	6	4	1	—	—	—
11	6	6	5	2	—	—	—
12	6	6	6	3	1	—	—
13	6	6	6	4	2	—	—
14	6	6	6	5	3	—	—
15	6	6	6	6	4	1	—
16	6	6	6	6	5	2	—
17	6	6	6	6	6	3	1
18	6	6	6	6	6	4	2
19	6	6	6	6	6	5	3
20	6	6	6	6	6	6	4
21	6	6	6	6	6	6	5
22	6	6	6	6	6	6	6

An incantatrix attains maximum spell progression at 22nd level, although she may still continue to gain levels and hit points.

INCANTATRIX SPELLS

1st level	2nd level	3rd level
1 Comprehend languages	Continual light	Blink
2 Dancing lights	Detect charm	Clairaudience
3 Detect magic	Detect invisibility	Clairvoyance
4 Dispel illusion	Dispel magic	Detect lie
5 Erase	ESP	Explosive runes
6 Feather fall	Forget	Haste
7 Identify	Invisibility	Infravision
8 Light	Knock	Invisibility 10' r.
9 Message	Know alignment	*Maladweomer
10 Nystul's magic aura	Leomund's trap	Minor globe of invulnerability
11 +Read illusionist magic	Levitate	Non-detection
12 Read magic	Magic mouth	Remove curse
13 Remove fear	Mirror image	Resist fire
14 Shield	Obscurement	Slow
15 Ventriloquism	Resist cold	Suggestion
16 Write	Wizard lock	Tongues

4th level	5th level	6th level
1 Confusion	Anti-magic shell	Cloudkill
2 Dimension door	Bigby's interposing hand	*Dispel possession
3 Dispel exhaustion	Feeblemind	Enchant an item
4 *Disrupt undead	Globe of invulnerability	Hold monster
5 Locate object	Guards and wards	Legend lore
6 Protection from normal missiles	*Spell shield	Repulsion
7 *Ray of oblivion	Teleport	*Spell reflection
8 Wizard eye	Wall of force	True seeing

7th level	
1 Duo-dimension	
2 Maze	* = Unique spell (described hereafter)
3 Mind blank	
4 Power word, stun	
5 Prismatic sphere	+ = Official spell first published in DRAGON issue #66 (text reproduced hereafter)
6 *Stealspell	
7 Time stop	
8 *Unbinding	

Spell notes

Except for *read illusionist magic* and the unique spells, all spells employed by incantatrixes are described in the Players Handbook, with differences from the "standard" (Players Handbook) form noted on the table and in the following text. Such differences exist primarily because earlier incantatrixes (from whose writings young ones study) learned or developed such variations. With sufficient research, an incantatrix might be able to develop variant spells closer to the standard form. For that matter, magic-users could well learn and cast the unique spells described hereafter — but no incantatrix has ever taught these spells to a non-incantatrix; they remain secrets of the class. The DM must judge whether a magic-user's own unaided research is successful in deriving such spells. In general, unless otherwise noted, incantatrixes cast spells as do magic-users of the same level with respect to casting time, duration, etc. If a spell is reversible, an incantatrix can choose to learn and cast the reverse, at the same level as the spell is listed here.

1st level

Dispel illusion — This spell is identical in range, duration, and effects to the 3rd-level illusionist spell, but requires as its material component a handful of glass beads or shards, marbles, cut gems, or non-precious translucent or transparent stones. Casting time is 7 segments.

Remove fear — As in the 1st-level cleric spell, but the maximum bonus given to a second saving throw vs. *fear* is +9, regardless of any higher experience level(s) of the incantatrix.

2nd level

Detect charm — As in the 2nd-level cleric spell, except that the range of the spell (and of its reverse) is by touch only ("to hit" roll required to touch an unwilling, unconstrained creature).

Dispel magic — As in the 3rd-level magic-user spell, except that spell range is 9".

Know alignment — As in the 2nd-level cleric spell, except that the

duration is one round per level of the incantatrix (or until dispelled by the incantatrix commencing to cast another spell, use a magic item, or turning her concentration elsewhere — i.e., to empty psionics, read an inscription, etc.). One creature per round can be examined. This duration also holds true for the reverse of the spell.

Obscurement — As in the 2nd-level druid spell, except that the duration of the *obscurement* is only 2 rounds per level of the incantatrix, and at least a few drops of liquid (water, wine, lamp oil, saliva) must be put on the gesturing hand of the spellcaster to effect the *obscurement*; this is consumed in the casting.

Resist cold — As in the 1st-level cleric spell, except that the duration is only 2 rounds per level of the incantatrix.

3rd level

Detect lie — As in the 4th-level cleric spell, but an incantatrix requires a full round to cast it.

Minor globe of invulnerability — As in the 4th-level magic-user spell, except that casting time is only 3 segments.

Non-detection — As cast by an incantatrix, *non-detection* is identical in all respects to the 3rd-level illusionist spell of the same name, except that it affects only the incantatrix and sounds emitted by her — and not a 5' radius around her, nor any other creature(s). Note that the incantatrix would still be invisible to *detect* spells, *ESP*, *clairvoyance*, etc., and not revealed by an outline or "blank area."


Remove curse — This spell is identical to the 3rd-level cleric spell as regards casting time, and not the 4th-level magic-user version.

Resist fire — This spell is identical in effects to the 2nd-level cleric spell, but its casting time varies: only 3 segments if the incantatrix casts it upon herself, but 9 segments if she casts it on another creature (touch necessary).

4th level

Dispel exhaustion — Identical to the 4th-level illusionist spell, except the duration is 1 turn per level, not 3.

Locate object — As in the 3rd-level cleric spell, except that the



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range for both *locate* object and its reverse, obscure object, is only 2" plus 1" per level of the incantatrix.

Protection from normal missiles — This spell is identical to the 3rd-level magic-user spell, but an incantatrix requires 4 segments to cast it. A piece of nutshell (coconut, walnut, etc.) is acceptable as a material component if the incantatrix has no turtle shell.

5th level

Anti-magic shell — Identical to the 6th-level magic-user spell, except that its area of effect is always a 12-foot-diameter sphere centered on the pelvis of the incantatrix.

Globe of invulnerability — Identical to the 6th-level magic-user spell, except that the casting time is only 6 segments.

Guards and wards — Identical to the 6th-level magic-user spell, except that it lasts for only 4 turns per level of the incantatrix.

6th level

Cloudkill — As in the 5th-level magic-user spell, except that casting time is 1 round.

Hold monster — As in the 5th-level magic-user spell, except that casting time is 6 segments, and the maximum number of creatures that can be affected is three.

True seeing — Like the 5th-level cleric *true seeing* (and not the 6th-level illusionist *true sight*), the incantatrix spell allows exact determination of the alignment of creatures viewed. It also allows items (i.e., magic swords) dedicated to a certain alignment to be identified by their auras, a power not given by the cleric spell or the similar illusionist spell. Casting time is 1 round, material components are as for the cleric spell, and the area of effect is 9" sight range.

7th level

Maze — As in the 8th-level magic-user spell, except that the range can never be more than 7", regardless of the incantatrix's level.

Mind blank — As in the 8th-level magic-user spell, except that the range is by touch (or upon the incantatrix herself).

Prismatic sphere — As in the 9th-level magic-user spell, except that duration is only 4 rounds per level of the incantatrix.

Time stop — As in the 9th-level magic-user spell, except that casting time is 1 round, and duration is 11-18 (d8 +10) segments, regardless of the incantatrix's level. Note that during the *time stop* the incantatrix can only cast spells which affect herself, and not spells that directly affect other creatures.

New spells

A number of spells available to incantatrices are unique to that class, and these are detailed below. A full description is also given for *read illusionist magic*, an official spell that was put forth by E. Gary Gygax in his article on new illusionist spells printed in issue #66 of DRAGON® Magazine, for the benefit of readers who do not have access to that issue.

Read illusionist magic (Divination) Reversible

Level: 1	Components: V, S, M
Range: 0	Casting Time: 1 segment
Duration: 2 rounds/level	Saving Throw: None
Area of Effect: Special	

Explanation/Description: This spell is the same as the 1st-level magic-user spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magic script by illusionists. The material component(s) for the spell (and its reverse) are also the same as for *read magic* (and *unreadable magic*).

Maladweomer (Alteration) Reversible

Level: 3	Components: V, S, M
Range: 1" + 1"/level	Casting Time: 3 segments
Duration: 1 round/level	Saving Throw: Neg.
Area of Effect: One person	

Explanation/Description: By means of this spell, an incantatrix causes any and all spells and spell-like powers cast or wielded by a

target creature, including those of items employed by the target, to be at the nadir of their effectiveness; i.e., any damage caused by offensive magics will be the minimum possible, saving throws vs. such magics are enhanced by a +4 bonus, and spells which are extant (such as magical *charms*) and ongoing at the time the *maladweomer* takes effect are altered in efficacy. (For instance, a *charmed* individual who had previously failed to save vs. the spell would immediately be allowed another saving throw, with the +4 bonus.) The material component for this spell is a small, clear glass or crystal prism, which is smashed (with a weapon-blow, and/or against a wall, rock, or floor) in the spellcasting.

The reverse, *empradweomer* (or "dweomerboost"), does not require that the crystal be smashed; rather, it vanishes when spellcasting is complete. The reverse does not require a saving throw, has the same duration as *maladweomer*, and permits all magic cast or wielded by the recipient creature during that time to be of maximum efficacy (maximum damage and effects). Both forms of the spell can be cast upon the incantatrix herself, so that *maladweomer* would enable an incantatrix to lessen her powers when compelled to work magic against her wishes.

Disrupt undead (Necromantic)

Level: 4	Components: V, S, M
Range: 7"	Casting Time: 4 segments
Duration: 4 rounds	Saving Throw: None
Area of Effect: Cone, flaring to 1" diameter when 1" from caster's hand	

Explanation/Description: This magic requires a pinch of dust or a strand of cobweb to activate. When cast, the spell causes a cone of mildly cold, invisible, silent force to come into being, extending from the caster's outstretched hand. This field remains in existence for 4 rounds, and moves with the caster's hand. Any undead creatures within its confines at any time, or touched by any part of it, are affected as follows:

Skeletons, zombies, ghouls, shadows, and such weaker undead are instantly blasted out of existence. Wights, ghaunts, wraiths, mummies, spectres, vampires, ghosts, liches, and similar evil creatures from other planes that can be turned by clerics, as well as other powerful undead not specifically named here, instantly suffer 1d6 damage per level of the incantatrix, with no saving throw. These powerful undead may remain in the field for additional rounds or even leave and re-enter it without suffering more damage; each such *disruption field* affects a particular undead creature only once, but repeated castings of the same spell would do additional damage. In the only reported incidence of two incantatrices casting overlapping *disruption fields*, undead caught in the area of intersection suffered damage from both fields.

Ray of oblivion (Enchantment/Charm)

Level: 4	Components: V, S, M
Range: 1"/level	Casting Time: 4 segments
Duration: Permanent	Saving Throw: Neg.
Area of Effect: One person	

Explanation/Description: The material component for this magic is a pinch of dust; it vanishes as the incantatrix tosses it into the air and points at a target to complete the casting. From her hand, a shimmering, colorless ray stabs out to the target; if the target is within range and not completely enclosed by solid or liquid material, the ray will strike the target unerringly (no "to hit" roll required), dodging around obstacles, other creatures, etc.

When struck, the target creature must save vs. spell (magic-users and other spellcasting beings at +1, other creatures at par) or forget one item of magical knowledge at random (the information lost is not able to be specified by the incantatrix or her victim). If the target has one or more spells memorized, one spell will be forgotten — harmlessly lost, as if an attempt to cast it had failed. If the target is not a spellcaster, or has no spells memorized at the time, he or she will forget the command word of a magic item; the name of a spellcaster known to the victim; a legend, rumor, or piece of news involving magic use; the name or configuration of a magical *symbol*, *glyph*, or rune; or some other fact of the same sort. Only a *wish* or a clerical *heal* or *restoration* spell will restore the lost knowledge.

The target creature must have been seen, however briefly, by the incantatrix in the turn prior to the casting of the *ray of oblivion*. The *ray* will seek out a target that is within range but obscured by cover, *invisible*, *blinking*, or even *ethereal* at the moment of the completion of casting; the incantatrix need not know the target's precise location, only the fact that it is present (and, presumably, within range).

Spell shield (Abjuration)

Level: 5

Range: 0" (touch)

Duration: 2 rounds/level

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By casting this spell upon herself or another creature that she touches, the incantatrix confers strong protection against certain spells and magical attack forms. The material component is a diamond of any size, which disappears, with a flash of white light, during casting. The protection gives a saving throw bonus as follows:

- +7 vs. *beguiling*, *charm*, *suggestion*
- +5 vs. *command*, *domination*, *fear*, *hold*, *scare*
- +3 vs. *geas*, *quest*
- +1 vs. *confusion*, *feeblemind*, *antipathy/sympathy*

Dispel possession (Abjuration)

Level: 6

Range: Touch

Duration: 2 rounds/level

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By means of this spell, an incantatrix can temporarily free a recipient creature from a *charm*, *psionic* attack or *domination*, or *ESP* or similar control and "eavesdropping" magics. If *dispel possession* is cast upon the body of the victim of a prior *magic jar* spell, the life force controlling the victim's body will be driven out of the stolen body, back into its jar. If the jar is not within range of the body (see *magic jar* description in the Players

Handbook) when the *dispel possession* is cast, the life force is merely quelled for the duration of the spell, allowing the mind of the true owner of the body to reassert itself and temporarily regain control of its body.

By application of this spell, a *charm* is forever broken, but other mental attacks and controls may resume at the spell expiration. The material component of this spell is a sample of teardrops (one will suffice) from the eye of a human, elf, or half-elf.

Spell reflection (Abjuration/Alteration)

Level: 6

Range: 0" (touch)

Duration: 6 rounds

Area of Effect: One creature

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

Explanation/Description: The material component for this spell is a small glass or metal mirror, held by the recipient (which may be the incantatrix herself or another creature she touches) and consumed during the casting. An invisible *dweomer* field or aura comes into being around the protected creature, and protects him or her as a *ring of spell turning* does, turning all magics back upon the caster. The exceptions to this are noted in the description of the *ring* in the *Dungeon Masters Guide*. Spells cannot be cast by a being who is protected by this spell, but the spellcaster can end the protection instantaneously if she so wills. Note that this "dispelling" must be a deliberate act; it does not occur automatically if the incantatrix turns her attention to another matter or is rendered unconscious.

Stealspell (Enchantment/Charm)

Level: 7

Range: 1"/level

Duration: Special

Area of Effect: One creature

Components: V, S

Casting Time: 7 segments

Saving Throw: Neg.

Explanation/Description: This powerful magic is famous in legend, and the one power that above all others identifies the incantatrix as a person of special powers. By means of this incantation, any

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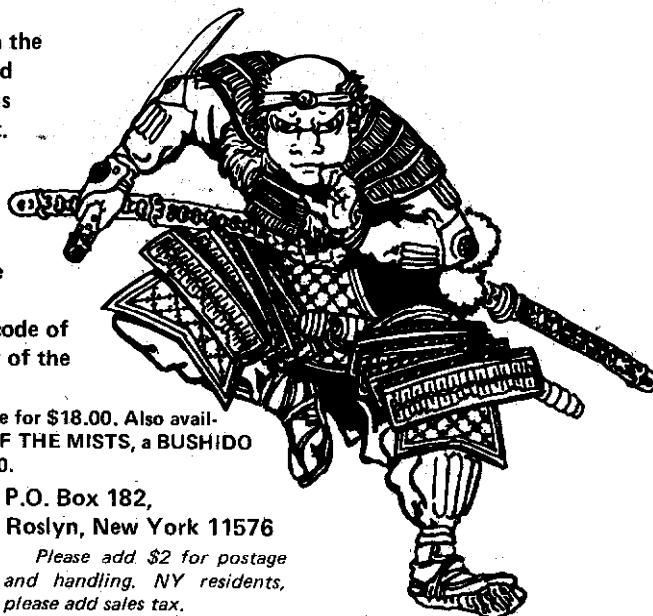
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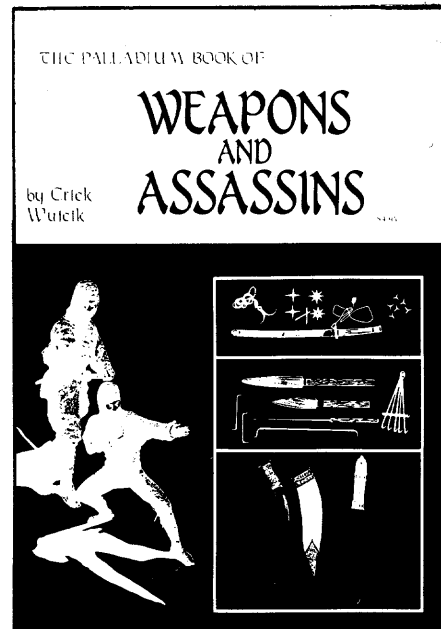
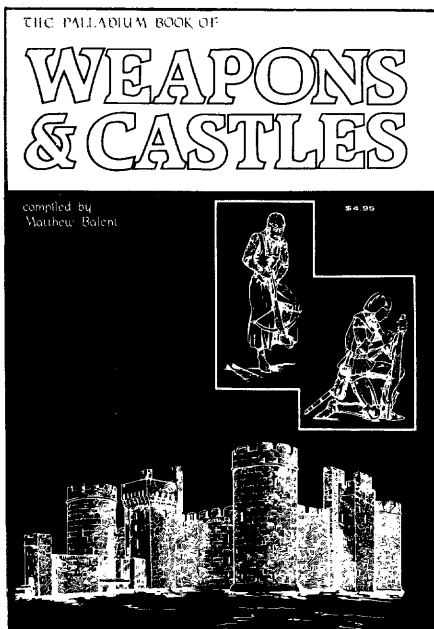
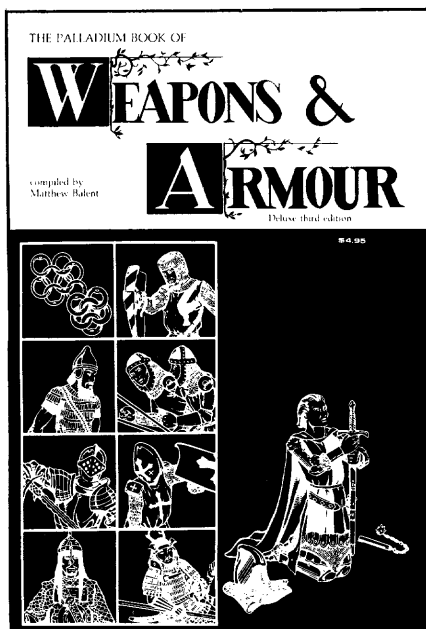
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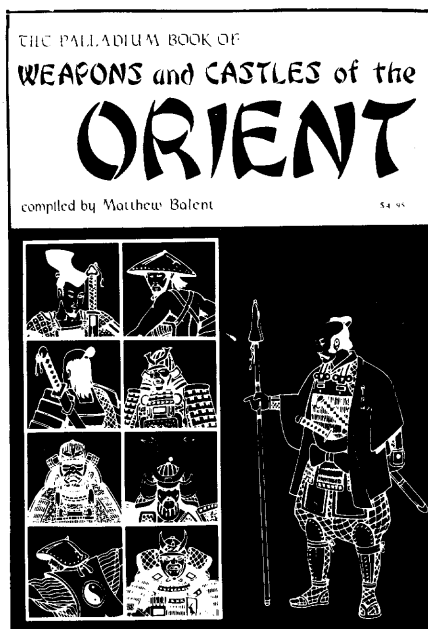
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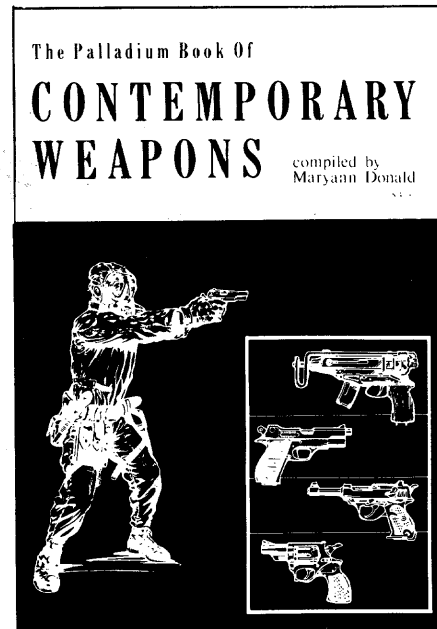
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single being that the incantatrix points at (who is within range) must save vs. spell at -1 (creatures from planes other than the Prime Material save at par), or suffer the theft of any one memorized spell from his or her mind. (If there is no memorized spell to be stolen, the *stealspell* has no effect and is lost.) The stolen spell is determined randomly, and is not chosen by either the incantatrix or her victim. The magic of the *stealspell* works even against a victim who is unconscious or insane; psionic protections, *anti-magic* shell and all similar shielding spells, and *mind bar* and the like, are all powerless against this spell.

A stolen spell may be "cast" immediately by the incantatrix or held in her mind for later use (subject to the restrictions described below), without material components or even any need for the incantatrix to understand the spell. She will not automatically know the identity or the nature of the stolen spell (and would probably only find out this information, without expelling the magic, if it was revealed by the victim from whom the spell was stolen). By expelling the stolen spell from her mind, the incantatrix may be able (by this means only) to use a spell to which she would not normally be entitled — but because she doesn't know what the spell is, she may end up aiding rather than harming an opponent. Any stolen spell takes effect, when expelled, as though it was cast by the being from which it was stolen, with regard to level of effectiveness, damage caused, alignment considerations, and so forth. Spell-like natural powers employed by beings, and psionics, cannot be stolen by means of this spell.

The stolen spell is transferred from the victim's mind to the incantatrix at the end of the casting of *stealspell*, and the transfer takes one segment. A spell which the victim has already begun to cast will never be stolen; if it is the last or only spell in the victim's mind, the spell will be ruined and lost (just as if the victim had been disturbed during the attempted casting), but no energy or information will be transferred to the incantatrix.

The incantatrix can retain the stolen spell, instead of expelling it from her mind, and subsequently record it by means of a *write* spell, which erases the stolen spell from the incantatrix's mind as it is recorded, without discharging its power. However, an incantatrix cannot herself use a spell denied to her by class or level that she has recorded in this manner; she will have produced only a scroll that is useless to her, except as an item to sell or barter. When a stolen spell is recorded in this fashion, the identity and nature of the spell can become known to the incantatrix (by means of *read magic*), so she is able to determine whether the scroll is of use to her.

Unbinding (Alteration)

Level: 7

Range: 0"

Duration: 7 rounds

Area of Effect: 2" radius sphere around caster

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: When an *unbinding* spell is cast (a process involving a lodestone — not necessarily magical — and a

pinch of saltpeter), a sphere of magical force comes into being about the caster, and moves with her for the duration of the spell. It affects many magics that are within, or come to be within, its area of effect, as follows:

Hold spells of all types, *guards and wards*, *temporal stasis*, *imprisonment*, *time stop*, and *wizard lock* spells, as well as *cubes and walls of force*, are all ended or negated immediately; i.e., an *imprisoned* creature emerges as though a *freedom* spell had been cast, and so forth.

Pentagrams, thaumaturgic circles, and similar magical circles or confining runic constructions are shattered or obliterated, freeing any previously trapped occupants (who will know who has freed them, but are not in any way under the control of the incantatrix).

A *magic mouth* will speak, regardless of its specific trigger, and vanish forever. The effects of a *statue* spell are ended, and a *magic jar* is shattered — forever destroyed, and the life force within it snuffed out.

Any magics that contain, constrain, or conceal (i.e. *invisibility*) creatures or items are destroyed by contact with the area of effect of this spell (with the exceptions noted below); the spell also causes physical locks to open, props and wedges or spikes to come loose, chains to part, bars to lift, and seals to break, etc.

Note that all of these effects occur regardless of the caster's wishes, and are not discerning: *all* seals break, not just a few specific targets — even including the stoppers on potion bottles, ties on wineskins, fastenings on clothing, and the like. Those on the person of the incantatrix, or being carried or worn by her, will remain undisturbed, but any others (even those of allies) will be affected. Note also that the opening of locks or other closures does not prevent any alarms or booby traps attached to them from functioning normally.

Spells such as *anti-magic shell*, *Leomund's tiny hut*, *minor globe of invulnerability*, *globe of invulnerability*, *prismatic sphere*, *shield*, and similar protective magics are not affected by an *unbinding*, nor does it reveal or change back (to flesh) petrified creatures. Untriggered *symbols* or *glyphs of warding* are unaffected by an *unbinding*, and it does not set free elementals and invisible stalkers bound to service by others.

Notes to the Dungeon Master

An incantatrix should be a rare and mysterious character — a secretive being who walks her own way. She may accompany a party temporarily to further her own ends, or in return for sufficient monetary or magical reward.

At no time should an incantatrix be a handy-for-the-hire NPC, nor a party member as such. The incantatrix class is too strong to be used for player characters — and yet, weaker at high levels than magic-users or clerics, and weak in a physical light at any level. Note that an incantatrix character would realize this about herself, and thus would avoid getting into situations of open conflict as often as it is possible to do so.

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Hold that person!

The definitive list of *charm* -able humanoids

by E. Gary Gygax

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With the vast array of new monsters found in the FIEND FOLIO® Tome and the Monster Manual II, most players and DMs are left wondering which "humanoid" types are affected by the *charm person* and *hold person* spells. No need for further concern — the expanded list is printed below.

The creature types are keyed to the book in which they are found: (M) for the original Monster Manual, (II) for Monster Manual II, and (F) for the FIEND FOLIO book. Note that the half-elf and half-orc are also included, even though they don't have "monster" descriptions, because they are character races.

Aarakocra (F)	Kenku (F)
Atomie (II)	Killmoulis (F)
Azer (II)	Kobold (M)
Booka (F)	Korred (II)
Brownie (M)	Lizard King (F)
Buckawn (II)	Lizard Man (M)
Bullywug (F)	Meazel (F)
Dark Creeper (F)	Men (M)
Dark Stalker (F)	Mite (F)
Derro (II)	Mongrelman (II)
Dryad (M)	Nereid (II)
Duergar (II)	Nixie (M)
Dwarf (M)	Norker (F)
Elf (M)	Ogrillon (F)
Firenewt (F)	Orc (M)
Flind (F)	Pech (II)
Forlarren (F)	Pixie (M)
Frost Man (F)	Quaggoth (F)
Gibberling (F)	Quickling (II)
Githyanki (F)	Qullan (F)
Githzerai (F)	Shade (II)
Gnoll (M)	Sirine (II)
Grig (II)	Snyad (F)
Gnome (M)	Spriggan, size S (II)
Goblin (M)	Sprite (M)
Grimlock (F)	Svirfneblin (F)
Halfling (M)	Swanmay (II)
Half-elf	Taer (II)
Half-orc	Tasloi (II)
Hobgoblin (M)	Troglodyte (M)
Jermlaine (F)	Xvart (F)

If you, as a player, are grateful to have this expanded list, your gratitude is certainly appreciated — but keep in mind that it is a mixed blessing. Players must attempt to remember the list of creatures affected by *charm person* and *hold person*, for when it comes time to cast a spell, the DM must never allow them to consult their reference works — except for the Players Handbook. On the other hand, the DM can use any



reference source at his disposal (including articles like this one) to check for desired information.

AND NOW, THE NEWS!

Conventions are always helpful, for they keep one in touch with the whole of what is going on. The GEN CON® XVII Convention being the biggest such gathering ever, I had the opportunity to learn much. Several articles have been written because of discussions and requests made there, and I am answering the most commonly asked questions in these pages over the span of the next few issues.

On the entertainment front, the DUNGEONS & DRAGONS® cartoon show was renewed by CBS for the 1984-85 season, and it should appear in a new time slot. No fewer than eight new shows will be aired, and we are still working toward another five to make 13 new shows, a total of 26 for the two-year period. There is also considerable interest in other animated shows, live television features, and who knows what else. However, although there is a polished motion picture script (by James Goldman) and a treatment (by Gygax and Dille), no studio has yet optioned either. If that happens, you will know about it by reading this column!

With regard to games, Frank Mentzer is now nearing completion of part four of the D&D® game system (the Masters set), and he will thereafter go on to finish the fifth and final portion of the game proper (the Immortals). To keep himself amused during odd moments and fill his spare time during the undertaking, Frank also has the 300 or so pages of the manuscript for module T2 (*Temple of Elemental Evil*) — a bequeathal of guess who. The upshot of that is this: The expansion, reorganization, and revision of the AD&D® game system will not begin for about one year. Furthermore, the actual task might take over two years to complete, although early material will be released as it becomes ready. My first suggestion will be to combine all works containing monsters into two volumes, arranged alphabetically, breaking at K or L.

All new monsters not included in the three extant works would be brought into the new cyclopedia. More illustrations would be done, old ones redone in some cases, and errors corrected. As of now, Frank Mentzer and I are the only ones slated for design work on the project, but I am hopeful that we can add writers such as Francois Marcela-Froideval and Roger Moore when work begins.

This does not mean that a second volume of Players Handbook is not underway. In fact, Francois is currently organizing the material it is to contain. He and I have collaborated on such material, and he is now compiling what we devised for including Oriental characters in the game. The text will be written in French, translated into English at TSR, and then given a final polish. Perhaps it will be ready by the fall of 1985.

There have been quite a number of you who have contacted TSR or me personally of late to mention something odd. The general theme of these reports has been an inability to find the TSR® product line in the shops where you customarily purchase such things. There is too much smoke for there not to be a fire! Now, admittedly, TSR sold out of the D&D® Companion set and the INDIANA JONES™ and MARVEL SUPER HEROES™ games almost before they hit the shelves. These products will be back soon — undoubtedly by the time you are reading this. However, the complaints of shortages are concerned with modules, hardbound books, and so on.

Here's what to do if you are experiencing the same problem: Go to the manager of the store where you normally purchase products, and tell him that you are disappointed that no (whatever the product is) is available from that place. Then tell him that unless they rectify this soon, you will have to go to some other outlet for your gaming needs. That should wake up the manager and get the proper merchandise into place once again. On TSR's end, we are jumping all over our sales reps and customers to make certain that this sort of problem not only stops but doesn't again occur.

That's it for now!



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GEN CON[®] show was a winner

If there was a game about putting on a convention, the 1984 GEN CON[®] Game Fair would be an example of how to win.

The 17th annual show, sponsored by TSR, Inc., set records for the number of people who attended, the number of gaming events that were offered, and the number of exhibitors who took part in the trade show. More than 8,600 people roamed the campus of the University of Wisconsin-Parkside during the four-day convention. Most of them came to play, and there were more than 1,500 events for them to choose from.

Those are impressive figures — all the more remarkable because the registration procedure was so streamlined and efficient that an observer would have thought the crowd and the schedule were smaller instead of larger than ever before.

"The lines were shorter and moved faster," said convention director Phil Grisolia, who made an improved registration system one of his top priorities when organizing the show. "In other years there would be a 3-4 hour wait," he said, but this year the standing-in-line time was cut to about a third of that figure. People who came to enjoy the convention were able to spend much more time doing just that.

This was Grisolia's first year as director

of the convention, and he admits that "lack of continuity and lack of history was an obvious problem." But when show time rolled around on Aug. 16, most of the problems had been solved or sidestepped.

"Things were done later [than in previous years], but that was partly by design," he said. Despite the fact that the pre-registration brochure didn't get out to people until a month later than usual, more gamers were pre-registered this year than ever before.

The trade show, held in the campus gymnasium, was so crowded with exhibitors that some of them had to be put up in a smaller room across the hall from the main complex. "I'm sorry we had to do that," said Grisolia, "but there was no other way to get in everybody who wanted to be there. And the reaction we've gotten from the trade has been very good. Several people have said that they had their best convention ever in terms of sales."

One of the things that didn't change was the Strategists Club Awards. For the 10th consecutive time, voters chose the best gaming products released during the previous year. The award categories and the winners were as follows: Outstanding Board Game, the *Dragonriders of Pern*[™] game from Mayfair Games; Outstanding Role-Playing Game, the *James Bond 007* game

from Victory Games; Outstanding Game, Open Category, the *Lost Worlds*[™] game system by Nova Game Design, Inc.; Outstanding Game Play-Aid, the *Ravenloft* module for the AD&D[®] game by TSR, Inc.; Outstanding Miniature Figure Line, the *Fantasy Lords*[™] series from Grenadier Models, Inc.; and Outstanding Gaming Magazine, DRAGON[®] Magazine from TSR, Inc.

Although this year's show is still a vivid memory for Grisolia and the dozens of TSR employees who worked at the show, plans are already being made for the 1985 convention. Two of the major changes that have been decided on already, according to Grisolia, are these: All the arts & crafts contests and exhibits (including the art show, the miniatures painting contest, and other displays involving artwork and miniature figures) will be concentrated in a single area. And, in an effort to make registration run even more smoothly, virtually all of the game-players will be accommodated through pre-registration with, as Grisolia puts it, "limited on-site registration." Which boils down to this: If you want to attend next year's convention, you had better start planning for it now, because the people who will be running the show are already mapping their strategy for an even bigger victory in 1985.

The World Gamers Guide

We're proud of the fact that many of the people who read DRAGON[®] Magazine live in countries around the world. But we know, from letters we receive from some of them, that a lot of our readers in foreign countries are frustrated because few, if any, other players live close enough to them to meet them.

Our solution is the DRAGON Magazine World Gamers Guide, a feature that will begin appearing as soon as we receive information from some of those frustrated gamers. Here's how it works:

If you live outside the continental United States and Canada, you are eligible to have your name and address printed in the guide, free of charge. Put your name and full address on a postcard or in a short letter and send it to World Gamers Guide, c/o DRAGON Magazine, P.O. Box 110, Lake Geneva WI 53147, USA.

Your address must be complete (including the country you live in) and legible; we won't take a chance on printing a bad address by publish-

ing something we can't decipher. If you want to, you can also list up to three role-playing games that you enjoy, so that anyone who writes to you will know something about what you like. We will publish each name and address for three consecutive issues; if you want to be listed for more than three issues, you'll have to send us another postcard when your first listing expires.

Sorry, but we can't extend this offer to U.S. servicemen who live overseas, or to people who live in sparsely populated areas of the United States or Canada, because there are still more gamers per square mile in places like Utah or Alberta than there are in places like Japan and India. We can only afford to use a limited amount of space for the World Gamers Guide, and we would run into a severe problem if we tried to expand it any further. We hope that you who live in the continental United States and Canada will still appreciate the Guide, and use it to get in touch with gamers from other countries who would love to hear from you.



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Bats that do more than bite

Six species from Elminster's latest lecture

by Ed Greenwood

On one of his visits not long ago, I conveyed Elminster up to my cottage in the wilderness (I'll spare you his comments on the cramped back seat of my car), lest he should think our world all concrete and garbage and noise. He loved it, and often burst into song when walking in the woods — but when I pressed him to translate the lyrics for the consumption of DRAGON® Magazine readers, the sage informed me gruffly that I was much too young to hear such things.

In the evenings, we would sit out under the stars and talk far into the night, the odd green smoke from Elminster's pipe keeping insect pests away. One night as the sun was setting, we saw a family of bats emerge from the boathouse, one by one, and flit out over the water, skimming for insects. Elminster leveled his pipe at one that swooped past our noses and said, "That reminds me . . ." — and I got the tape recorder on in time to catch news of six monstrous species of bats known in the Realms; here they are.

SINISTER

FREQUENCY: *Rare*
NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVE: 1"/21" (MC: A)
HIT DICE: 4+4
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: *Spell use*
SPECIAL DEFENSES: *Energy field*
MAGIC RESISTANCE: 70%
INTELLIGENCE: *Average to exceptional*
ALIGNMENT: *Neutral*
SIZE: *L (9' wingspan)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

These mysterious creatures are known for their magical powers and unnerving appearance — a natural ability of *levitation* allows them to hang motionless in midair, usually in a woodland glade or sheltered valley. Because of this and their jet-black, gaunt bodies, they have become known as sinisters, though they are not evil. Sinisters prefer to hunt at night (when their 180'-range infravision is effective) and are omnivorous, biting for 2-5 points of damage. They will eat carrion if no other food is available.

Sinisters are both resistant to magic and adept in its use. In addition to their ability to *levitate* (which allows them to maneuver with pinpoint aerial precision), sinisters are at all times surrounded by a 5' -radius energy field akin to a *wall of force*. This field affords the creature no protection against magical attacks or physical attacks, except for certain missile attacks — it deflects all non-magical missiles and absorbs *magic missiles*, dissipating their force harmlessly. In addition, all sinisters can use the power of one *hold monster* spell per day (as the 5th-level magic user spell). This they use in hunting or to escape from or to overcome more powerful creatures.

Curiously, although they are always silent (communicating only with other sinisters in a 2" -range form of limited telepathy), sinisters love music, both song and instrumental work. Many a solitary harper or bard making music at a campfire in the wilderlands has found himself surrounded by a silent circle of floating sinisters. Unless such musicians directly attack the sinisters, the monsters will not molest them in any way, but may follow the source of the music, gathering in greater numbers night after night to form a rather daunting audience.

NIGHT HUNTER

FREQUENCY: *Uncommon*
NO. APPEARING: 1-12 (1-30)
ARMOR CLASS: 6
MOVE: 1"/18" (MC: A)
HIT DICE: 2+1
% IN LAIR: 25%
TREASURE TYPE: *M, O, Z (in lair)*
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-4/1-2/1-2/1-6 or 3-12
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral*
SIZE: *M (7' wingspan)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

This cunning predator is found in rural and wilderness areas, and is almost always encountered while hunting at night. It will eat carrion, but prefers to slay living prey. Night hunter packs (or "swoops," as they are usually called) have been known to eat humans and even livestock, but they usually attack smaller prey, swooping to bite, rake

with their wing claws, and slash (1-6 damage) or stab (3-12) with their dextrous, triangular-shaped, razor-sharp tails. Night hunters have 180' infravision and often stalk their prey, flying low and dodging between trees, behind hillocks and ridges, so as to attack from ambush. They rarely surprise opponents, however, because they emit weird, echoing, loonlike screams when excited.

Night hunters fly alone or in groups of up to a dozen in number when hunting, but a lair typically contains more creatures, perhaps several hunting groups, of up to thirty overall. Night hunter lairs are typically tall trees in deep woods (where sleeping night hunters roost hanging head down from branches, like many of their smaller kin) or in caves. Such lairs may contain treasure fallen from prey that has been carried there (for night hunters will not tarry to eat where they feel endangered).

WEREBAT ("Man-Bat")

FREQUENCY: *Rare*
NO. APPEARING: 1-2
ARMOR CLASS: 7
MOVE: 3"/14" in bat form (MC: C)
HIT DICE: *Varies*
% IN LAIR: *Nil*
TREASURE TYPE: *All possible*
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: *Bite causes weakness, etc.*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Varies*
ALIGNMENT: *Varies*
SIZE: *M*
PSIONIC ABILITY: *Nil (but see below)*
Attack/Defense Modes: *Nil*

The bite of a werebat can transmit a rare variety of lycanthropy, causing humans, demi-humans, or humanoids to change to a batlike form on most nights (and always, uncontrollably, under a full moon). Werebats retain the intelligence, hit dice, alignment, and ability of speech possessed when in their non-bat form. Exceptional beings who possess psionic powers before being afflicted with lycanthropy retain the use of their psionics when in werebat form.

Werebats are heavy, clumsy fliers. They hunt, obsessed by blood-lust, when in wereform, and are usually solitary. The bite of a werebat's long, hollow fangs punctures and

drains blood for 1-2 points of damage; saliva on the fangs causes *weakness* (lasting 1-4 rounds, 70% strength loss, see 2nd-level magic-user spell ray of enfeeblement for effects) with no saving throw. In addition, if *exorcise*, *neutralize poison*, or *cure disease* is not cast upon the bitten victim within 9 turns, the unfortunate being will (80% chance) contract lycanthropy or (20% chance) become insane. The lycanthropy will be of werebat form only, and its effects will be felt gradually over the month following the werebat's attack. Madness suffered by a victim may be of any type (see DMG, *insanity*). If a *slow poison* spell is cast upon a bitten victim within 9 turns, the onset of lycanthropy or insanity is delayed for 36 turns (6 hours) thereafter, during which one of the curing spells mentioned above will still have the desired effect. Repeated applications of *slow poison* will prevent lycanthropy or insanity indefinitely, so long as each application is made within 9 turns of the previous one — but only *exorcise*, *neutralize poison*, or *cure disease* will make the cure complete.

Werebats are virtually indistinguishable from normal humans, humanoids, and demi-humans when in non-bat form, although most become silent, solitary types, and may be dark-eyed, shy, and elusive. Werebats are mentally fully alert and, aware in either form, and have acute hearing in both forms. They rarely inhabit lairs as bats, returning to their habitations as humans between excursions in bat form. Most werebats exult in the hunt when the blood-lust is upon them, but few enjoy their condition, and many hoard and actively seek treasure in hiding places (called "lair" by those who hunt werebats) so that they can purchase a magical cure for their lycanthropy from a temple or a mage. Silver, holy water, and the like do no special damage to werebats in either form.

HUNDAR ("Horse-Bat")

FREQUENCY: *Uncommon*

NO. APPEARING: 1 (1-3)

ARMOR CLASS: 5

MOVE: 6"/19"/16" (MC: C)

HIT DICE: 6+6

% IN LAIR: 33%

TREASURE TYPE: *All possible*
(but no silver)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/2-8 or special

SPECIAL ATTACKS: "Drowning dive"

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Average*

ALIGNMENT: *Neutral (evil)*

SIZE: *L (14'-22' wingspan)*

PSIONIC ABILITY: *Nil*

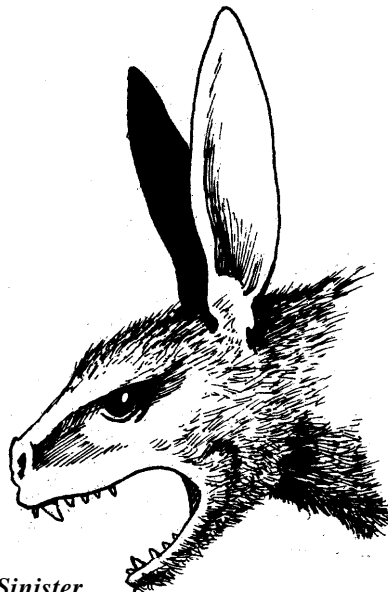
Attack/Defense Modes: *Nil*

The heavy-bodied, fearsome black hunder resembles a vast worm with bat-wings and a horselike head (hence its nickname), appearing rather like a wyvern. It is a soli-

tary hunter and will always be encountered alone except when mating. Hundars live in ruins, sea-caves, swamps, or atop moorland crags, preferring desolate places to well-populated areas.

Hundars can swim almost as well as they can fly (by powerful beats of their tail and leathery wings) and can survive at great depths, although they prefer to hunt in shallow waters. Their favorite attack is to crash into aerial targets, buffeting with their wings and/or tail for 2-8 damage, and biting

for 1-3. If an opponent irritates them, they grasp with tail and jaws, and dive from the air deep into the water, to drown their foe — or conversely, if the foe is aquatic, burst up into the air and fly toward land so that their foe will expire from being out of water or suffer injury when dropped from on high. An ungainly crawler on land, the hunder is a powerful but stodgy flier, bad-tempered and vain (one is often found gazing at its own reflection in still water). Hundars possess 120' -range infravision to



Sinister



Werebat



Azmyth



Night Hunter



Hunder



Gloomwing



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aid in night hunting.

The creatures are black, with blue and purple iridescence when wet, and have fiery red eyes. When angered, horse-bats snort vapor from their nostrils and emit deep, rumbling roars. The manes of older individuals turn grey and then white with age; hundars are thought to have a lifespan of some hundreds of years. The touch of silver is corrosively poisonous to them, and they avoid it. A normally harmless blow from a hurled object of silver, or a handful of silver coins, might do a hunda 1-2 points of damage, and all silver weapons do double damage to them.

Hundars mate seldom (every thirty years or so, Elminster believes), the parents co-habiting for a year or so until their young achieve full strength and flight ability. Young hundars strike out on their own when they acquire their full powers at 3+3 HD size (the wing-buffet attack of such a youngling does only 2-6 damage). Hundars and perytons will tolerate each other, but hundars will generally attempt to slay or drive out other large predators, aerial or aquatic, living within a mile of their lairs.

GLOOMWING

FREQUENCY: *Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 6
MOVE: 4"/19" (MC; B)
HIT DICE: 3+3
% IN LAIR: 20%
TREASURE TYPE: *All possible*
(*in lair only*)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: *Venom* (*see below*)
SPECIAL DEFENSES: *Darkness* (*see below*)
MAGIC RESISTANCE: 40%
INTELLIGENCE: *High*
ALIGNMENT: *Neutral evil*
SIZE: L (9' wingspan)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Gloomwings are feared, fey creatures who are thought to serve dark powers as messengers, steeds, and spies. They hunt by night and day, and speak common, orcish, and their alignment tongue in hissing, rasping voices. They possess 180' range infravision as well as normal sight, and can see perfectly in near darkness, including the *darkness 15' radius* which they can create about themselves at will. (Other forms of magical *darkness*, not created by themselves, will render them as blind as other creatures.) Gloomwings use this *darkness* power as a smokescreen to evade enemies, to dodge and foil missile fire, and to avoid detection when hunting on moonlit nights.

The chilling bite of a gloomwing is its most feared weapon. In addition to doing 2-5 points of damage, the creature's fangs inject venom into the victim's bloodstream.

The effect of the venom varies for each victim as follows:

01-40: Victim flees in *fear* (see 4th-level magic-user spell).

41-75: Victim of less than 8+1 hit dice (or 8 levels) affected by *sleep*, immediately sinking into a catatonic slumber from which he cannot be awakened for 2-8 turns. A victim of 8th level (8+1 HD) or greater is treated as if he made his saving throw (see below).

76-86: Victim is *stunned*, reeling, unable to think, speak, cast spells, or act — except to drop any items held in the hands — for 1-6 rounds.

87-95: Victim is *confused* (as the 4th-level magic-user spell).

96-97: Victim is *feeble-minded* (as the 5th-level magic-user spell).

98-00: Victim suffers double damage (4-10 points) from the bite and is rendered helpless for the round in which he was bitten due to racking pains (with convulsions), but is otherwise unaffected.

Any victim can only be affected by one of these results during a single encounter with one or more gloomwings; after a bite hits and its poison takes effect, all subsequent bites suffered by the victim in the same encounter will have no effect other than the normal 2-5 points of damage. The victim of a bite is allowed a saving throw vs. poison (made at -1) to avoid the effect of the venom, but this saving throw only applies to the particular bite attack for which it is made. A gloomwing is immune to its own venom, and to that of other gloomwings.

Gloomwings hoard treasure for use in bribing or purchasing the services of lesser creatures. This treasure they conceal in the caves, clifftop eyries, and ruins where they lair, typically cunningly concealed and trapped to prevent theft. Gloomwings are carnivores and will eat any creature that they can overcome — and even carrion, in a pinch.

AZMYTH

FREQUENCY: *Rare*
NO. APPEARING: 1
ARMOR CLASS: 2
MOVE: 3"/24" (MC; A)
HIT DICE: 2
% IN LAIR: *Nil*
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1/1-2
SPECIAL ATTACKS: *Spell use*
SPECIAL DEFENSES: *Spell use*
MAGIC RESISTANCE: 40%
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: S (3' wingspan)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Azmyths are rare, strange bats that live on flowers, small plants, and insects. They are solitary wanderers (although they do have favorite haunts to which they often return), but often form partnerships with (larger) beings of other races (such as elves


and humans) for mutual benefit, sometimes establishing loyal friendships with them.

Azmyths have *telepathy* out to a 6" range, but can only communicate in this way with others of their kind. They emit squeaks when alarmed or enraged, and endearing, liquid chuckles when delighted or amused. They have 90' infravision.

The jaws of an azmyth do 1 point of damage per bite. In a fight, one will bite and also stab with its needle-sharp tail (1-2 points of damage), but the creatures prefer to avoid direct conflict and employ their spell-like powers from afar.

Azmyths can *know alignment* three times per day; become *invisible* (self only) once per day, such invisibility lasting 6 rounds or until the azmyth physically attacks another creature, whichever occurs sooner; cause *silence*, 15' radius, centered on themselves, once per day; and twice per day employ a form of *shocking grasp* in which any direct physical contact with another creature (including bites or tail stabs) can, at the azmyth's option, transmit 7-14 (1d8+6) points of electrical damage, as well as any physical damage done by the attack.

Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The lifespan and mating details of azmyths are unknown. They are not "familiar," as magic-users understand the term, but closer to a druid's "woodland companions"; no direct control can be exercised over an azmyth except by magic or psionics.



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Gods of the Suel pantheon

Phyton of the forest, Xerbo and Osprem of the sea

by Lenard Lakofka

PHYTON

God of Beauty and Nature

Lesser God

ARMOR CLASS: -1

MOVE: 16"

HIT POINTS: 160

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-20 + 7 or 16 + d8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 35%, but 75% in woods

SIZE: M (5'10" tall)

ALIGNMENT: Chaotic good (neutral tendencies)

WORSHIPERS' ALIGNMENT: Farmers, rangers, some druids, some elves

SYMBOL: Scimitar crossing an oak tree

PLANE: Gladsheim

CLERIC/DRUID: 14th-level druid

FIGHTER: 14th-level ranger

M-U/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: VI

Attack/Defense Modes: Nil

S: 19 (+3, +7) I: 19 W: 19 D: 19

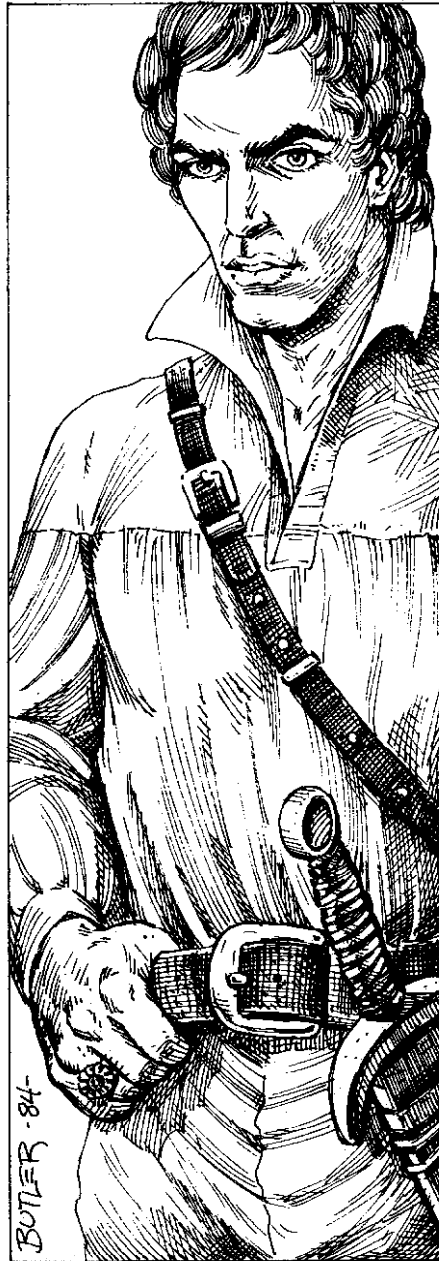
C: 19 Ch: 24

Phyton is a tall, slender, youthful-looking man with a light complexion. He can *shape-change* into the form of any being that normally inhabits a forest environment, including that of a treant.

When in his natural form or another form that can bear the weapon, he carries a scimitar that is +3 to hit (a total of +6 including his strength bonus) and does 1-20 points of damage, +7 for his strength bonus. The scimitar can become *invisible* upon his command, even in melee, but only when he is wielding it.

On one finger of each hand Phyton wears a ring enchanted with the force of a permanent *shocking grasp* spell that does 17-24 (16 + d8) points of damage to anyone or anything he touches, as he desires. A successful roll "to hit" is required for each touch. The victim is allowed no saving throw if the touch succeeds. He sometimes fights using only the rings; in such a case, he is allowed one attempt to touch per hand in each round, and his strength bonuses do not apply.

If he claps his hands together so that the rings touch, he can create an explosion of *ball lightning* that will instantly spread out



in a 30-foot radius all around him. Anyone in the area of effect will take 34-48 (32 + 2d8) points of damage. Magic resistance can prevent the damage, and a successful saving throw vs. spells reduces the damage to half (16 + d8). Once the rings are touched together and Phyton wills the *ball lightning* attack to occur, the rings must recharge for 2 turns before they can be used again in either of their attack modes.

Phyton is immune to any poison that is even partially made of plant material and

can *neutralize poison* of that type, if it is present in another figure, out to a range of 30 feet.

When he is in a forest occupied by treants, he can summon them to fight for him. A group of 7-12 (6 + d6) will answer his call, each one arriving 1-6 turns thereafter. In a forest that does not contain treants, he can summon aid as per a double-strength *call woodland beings* spell; two types of creatures (excluding treants) will appear instead of just one. Phyton can use either of these summoning powers two times per day.

Phyton has power over beings and items made of wood. He cannot be touched by any non-living item made of wood unless he allows it. This includes such things as hammers, axes, and spears with metal heads but shafts and handles made of wood. In addition, he can cast a *warp wood* spell as often as desired (one per round maximum), out to a range as far as he can see and against any volume of wood up to the size of a small tree. Magic items made of wood are allowed a saving throw vs. crushing blow, at a penalty of -4, to avoid the effect. If the item does make its saving throw, Phyton can usually still achieve his desired end by simply casting another *warp wood*. The only time he might not be able to get off a second casting of the spell in time would be against a hurled weapon or an arrow in flight, which would reach its destination before he could use the spell again in the next round.

Because of his influence in the forest coupled with his tendency toward neutrality, Phyton is worshiped by many druids; chaotic good clerics also are found in his clergy in great numbers. The druids and clerics of Phyton usually wear simple robes of brown or green, but in the autumn his higher-level clergy are garbed differently, and gain special powers, as follows:

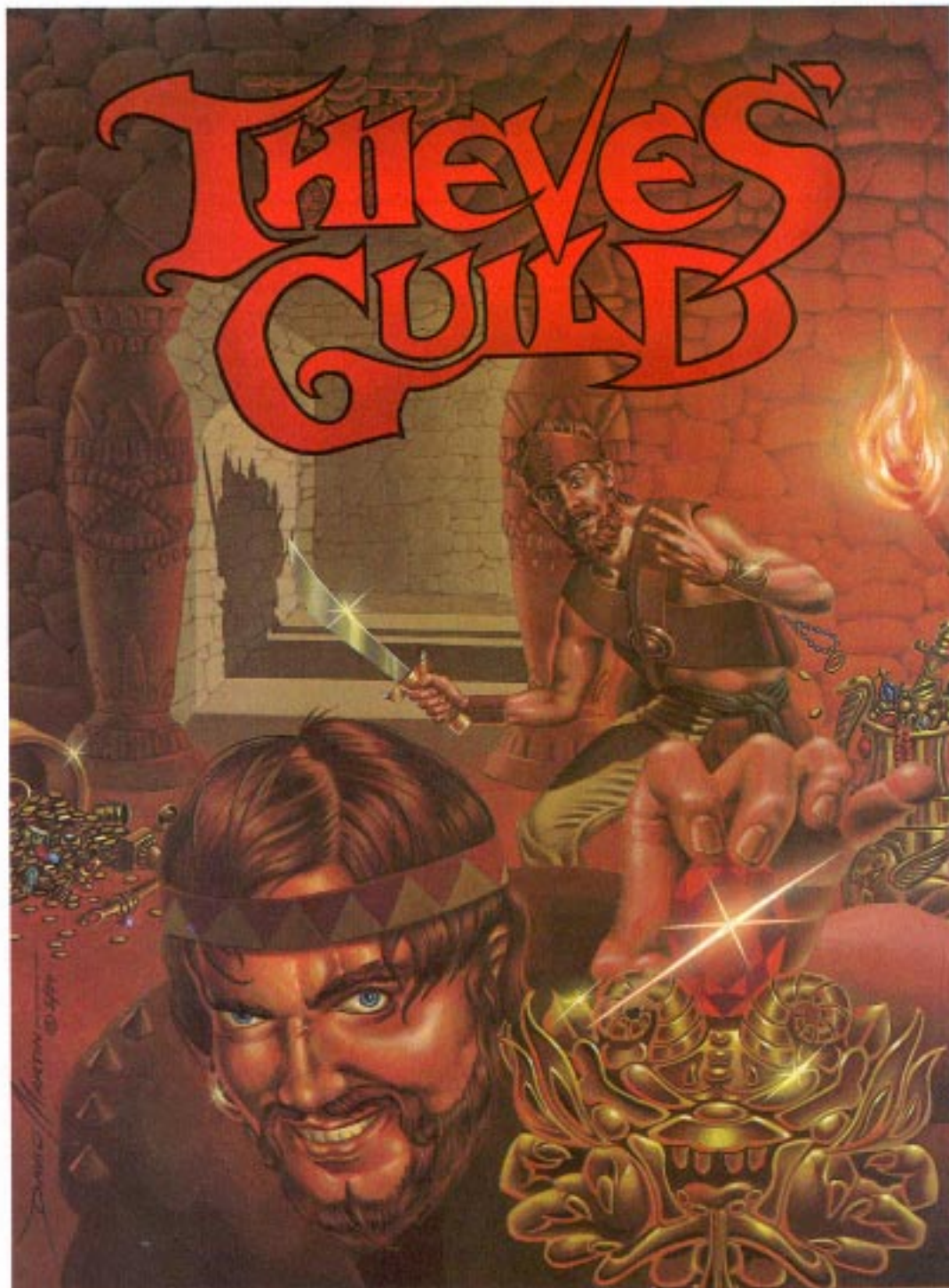
Clergy of 7th-9th level wear yellow robes in autumn. During that season, they may use a *warp wood* spell up to three times per day, over and above any spells they are already entitled to.

Clergy of 10th and 11th level wear orange robes in autumn. During that season, they get the extra benefit of up to three *tree* spells per day.

Clergy of 12th level and higher wear red robes in autumn. During that season, they get the extra benefit of three *plant door* spells per day.

These spell benefits are cumulative. As compensation for their special benefits, clergy of Phyton are not concentrated in

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any particular geographic area; he is a commonly worshiped deity in rural settings and farming communities. Services to Phyton are always conducted in woodland settings. If a worshiper of Phyton of 9th level or higher directly saves a major wood-

land from destruction, Phyton will *bless* the farmlands of that figure's home countryside (in a circle of 1 mile radius) with abundance and immunity from normal fires and normal cold during the next growing season. Such a *blessing* will help to produce a bumper

crop that will be worth from 2-5 times the value of a normal crop. In addition, Phyton will make known to the residents of the countryside who the recipient of this benefit is, enabling that figure to gain from the proceeds collected from the bumper crop.

XERBO

God of the Sea, Money, and Business

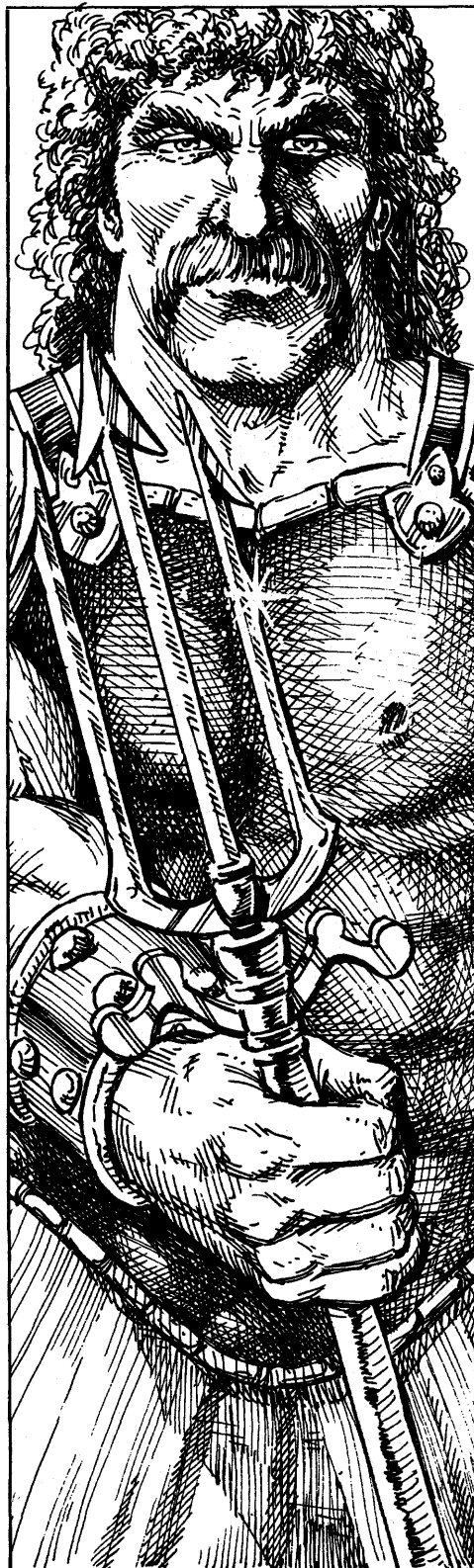
Lesser God

ARMOR CLASS: -3
MOVE: 13"/36"
HIT POINTS: 185
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 5-50 + 8
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 30%, but 95% while in water
SIZE: M (7' tall)
ALIGNMENT: *Neutral*
WORSHIPERS' ALIGNMENT: *Fishermen and those living on sea coasts*
SYMBOL: *A dragon turtle*
PLANE: *Elemental plane of water*
CLERIC/DRUID: 9th level in each
FIGHTER: 17th-level fighter
M-U/ILLUSIONIST: *Nil*
THIEF/ASSASSIN: *Nil*
MONK/BARD: *Nil*
PSIONIC ABILITY: *VI*
Attack/Defense Modes: *Nil*
S: 20 (+3, +8) I: 19 W: 18 D: 14
C: 18 Ch: 15

Xerbo appears as a large man with matted hair that looks like brown kelp. His armor is made of dragon turtle hide, as is his shield. He bears a trident that when used in water combines the powers of *submission* and *yearning* (saving throw vs. each allowed on each hit in melee), in addition to doing 5-50 points of damage, plus his +8 strength bonus, on each hit. The weapon has a +2 bonus "to hit," and with it Xerbo can *charm* any sea creature, or remove a *charm* on such a creature placed by another, by simply touching the target. When used out of the water, the trident is a +2 weapon for both "to hit" and damage purposes, does only 3-12 points of damage, and does not have the powers of *charm*, *submission*, or *yearning*.

Xerbo can use the following magical powers at will (maximum one casting per round): *detect magic*, *water breathing* (1 day duration), *speak with sea creatures*, *dispel magic*, *polymorph other* (always into a sea creature), *cure serious wounds*, *cure disease*, *neutralize poison*, *raise dead* (sea creatures only, and only if the creature's intelligence is 6 or higher), *raise water*, and *lower water*.

Also, he can use the following magical



powers up to three times per day each: *conjure water elemental*, *pass between fish* (as a druid does between plants); *teleport* without error, protection from *good* or *evil* (20' radius), and *globe of invulnerability* (on himself only).

These spells and spell-like powers are the only forms of magic that Xerbo has. All of his magical powers are used at the 9th level of ability for the purposes of range, duration, and area of effect unless otherwise indicated.

His knowledge of the seas and what they contain is 100% accurate unless magic masks his view. He believes in fair combat and the unwritten "law of the seas"; thus, he will not favor one sea creature over another. He believes that men and other land-based humanoids have no place in the water, and will not offer aid to such land-based creatures unless they are trying to help or protect sea creatures or the seas and oceans in general. If some creature or character is endangered or killed by a sea creature, Xerbo considers this to be fate, and he will not help or change the course of events. He will not allow members of his clergy to *reincarnate* anyone killed in the sea or while traveling across it unless a non-sea creature did the killing.

Druids who take up membership in the clergy of Xerbo are obviously special characters; they are devoted to the seas and oceans in the same way and to the same degree that other druids are involved with forests and other dry-land environments. Members of Xerbo's clergy are expected to care only for the seas, and the deity will not tolerate extended land adventures by them, especially "foolish" excursions into dungeons and ruins.

Members of the clergy of Xerbo (including neutral clerics, who can never be player characters) wear various shades of blue vestments, often decorated with green trim running from the edges of the garments into the torso and up to the neck, to simulate sea vegetation waving in the current. His clergy may never receive (nor pray for) spells involving fire, although they may receive spells such as *resist fire* and *protection from fire*; conversely, any spells involving water that they receive will always be of the highest quality, operating as if the caster were two levels higher for the purpose of range, duration, area of effect, and so forth.

Xerbo is worshiped along the east coast of the Flanaess and in the Hold of the Sea Princes and on Lendore Isle. He is the preferred deity of seafaring barbarians.

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OSPREM

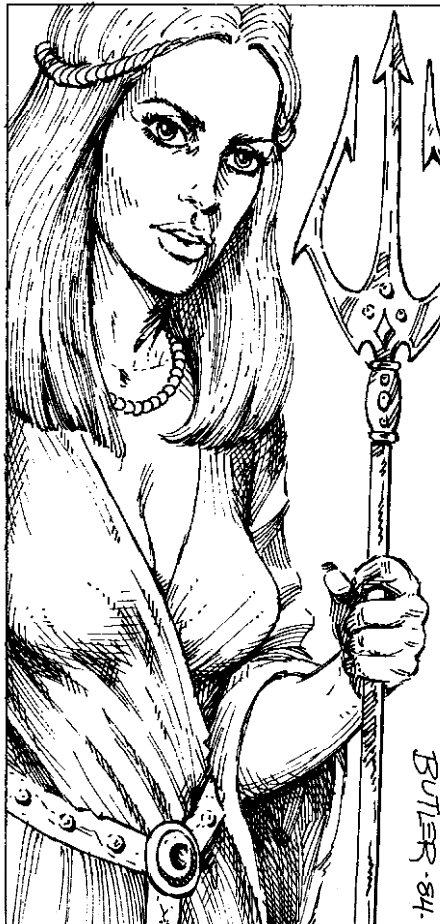
Goddess of Water Voyages

Lesser God

ARMOR CLASS: 5 (but -5 in water)
 MOVE: 12"/48"
 HIT POINTS: 120
 NO. OF ATTACKS: 1 (but see below)
 DAMAGE/ATTACK: 3-12 + 7
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 30%, but 85% in water
 SIZE: M (5'10" tall)
 ALIGNMENT: Lawful neutral
 WORSHIPERS' ALIGNMENT: Lawful sailors and fishermen
 SYMBOL: A sperm whale or three barracuda
 PLANE: Nirvana
 CLERIC/DRUID: 11th level in each
 FIGHTER: Nil
 M-U/ILLUSIONIST: Nil (but see below)
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: VI
 Attack/Defense Modes: Nil
 S: 19 (+3, +7) I: 15 W: 20 D: 16
 C: 24 Ch: 19

Osprem appears as a beautiful woman dressed in flowing gowns that resemble blue-green seaweed. She wears no armor other than a *ring of protection* that confers upon her AC 5 out of the water and AC -5 in the water. This special ring, which only functions on her finger, also allows her to regenerate one hit point of damage per round while in the water. She is armed with a trident that is +3 to hit and does 3-12 points of damage, plus her strength bonus.

She never carries spells of fire, but she can use *resist fire* and *protection from fire*. Any spell involving water has maximum possible effect when cast by her (as if cast by a 14th-level druid or a 29th-level cleric). Osprem can *walk water* (like the cleric spell *wind walk*) at will, and can give this power to as many as five individuals at one time, by touch. She has the power to stop any disturbance in the water or on land under



the water; thus, she can quell an underwater earthquake or still a storm on the surface of the ocean.

Once per day she can produce an *ice storm* in an area 300 feet in diameter, causing a hailstorm of 10 rounds duration that will cause 3-30 points of damage per round to unprotected creatures within that area. This *ice storm* can be cast on dry land, but only if the area affected is within 1 mile of a major body of water (a large lake, large river, or the ocean). She uses this power primarily to punish people — perhaps even entire towns — who offend her.

Osprem is only on fair terms with Xerbo, but they do not battle over the oceans, and they will combine forces to do battle with any outside force that threatens safe travel

across the seas or the life within them.

She has the power to *shapechange* into the form of any water creature, retaining her hit points and armor class at all times. She will not change into a dragon turtle, so as to not offend Xerbo, and she almost always takes the form of either a dolphin, a barracuda, or a sperm whale.

As a dolphin or a barracuda, she attacks as an 11 HD creature, moves at 48", and does 3-12 points of damage with her bite.

As a sperm whale, she attacks as a 36 HD monster, moves at 48", and inflicts 15-60 (15d4) points of damage with her bite. On any successful roll "to hit" of 18 or greater, she engulfs her target and swallows it whole. This engulfing does not do any damage to the victim unless she wills it, and if she does then the victim suffers 3 points of damage per round while trapped inside her whale's body. (Her internal armor class is also -5, in case any victim tries to fight his way out.)

While in any *shapechanged* form, Osprem can *summon* normal creatures of the same type as often as three times per day. From 10-60 such creatures will answer her call, and will fight to the death on her behalf if she requests it.

Clergy of Osprem who have attained the 7th level or higher can *bless* a seagoing vessel so that its chance of suffering a calamity (capsizing, man overboard, broken rigging, torn sails, etc.), is half as likely as usual. Or, her clergy can *curse* a vessel so that the chance of such an occurrence is twice as great as usual. A *bless* or *curse* of this type affects one voyage of a vessel (from port to port) and must be put into effect before the vessel sets out from its point of embarkation. This power is a 4th level spell which members of her clergy can pray for as part of their normal allotment of spells.

Osprem's clergy often wear gold- or brass-colored armor that is finely decorated. Clerical vestments are blue, decorated with pictures or embroidery of ships, dolphins, whales, or barracudas. Her clergy can pray for spells of fire if they wish.

As they progress in levels, her clergy gain bonus spells over and above those normally allowed to them, as follows:

At 9th level, they receive *water breathing* (normally only available to druids and magic-users). At 11th level, they receive the spell ability of *water walk* (see above). And at 16th level, they may *summon* or *dismiss* a water elemental. The *summoned* elemental will always have 8 HD, but an elemental of any size can be *dismissed*. An elemental *summoned* in this way will never be hostile to the summoning cleric. As compensation for these abilities, clergy of Osprem must earn an extra 5% of the experience points normally needed to rise through the 9th and 11th levels, and all levels of 16th or higher.

Osprem is worshiped in many seaports touching the Azure Sea, and in the Lordship of the Isles and on Lendore Isle. She is rarely worshiped in the northern or western areas of the Flanaess. (For details, see TSR® module L2, *The Assassin's Knot*.)

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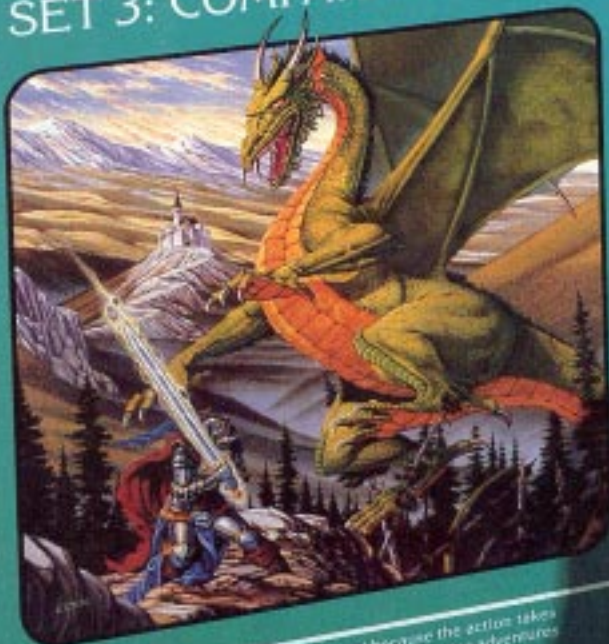
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Playing the political game

A change of pace for AD&D® game adventuring

by Mike Beeman

Petty politics in an AD&D® game? Who needs it?

You do, that's who. Believe it or not, almost everything a party does in the typical campaign has political ramifications, ranging from boosting the economy of the local village by pouring gold into it to destroying a region's political stability by assassinating its ruler. Most of the time, characters can blissfully ignore the havoc they wreak simply by moving on to bigger and better things. There will come a day, however, when they will achieve a station in life where they must deal directly with these petty political issues. Then (if not sooner) they will discover the rich potential and virtually limitless possibilities of political adventuring.

Several characteristics distinguish the political adventure from the more conventional dungeon or wilderness adventures. The political adventure involves a political crisis, such as the uncovering of a traitor in the king's court or the settlement of a border dispute with a neighboring ruler. There are generally no damsels to rescue nor evil temples to destroy, although political undertakings often serve as lead-ins to such adventures. Armed conflict in political adventuring usually involves large military forces rather than small parties, and most political ventures work best when only a few player characters are involved — two or three, for instance, instead of a half-dozen or more.

Player characters may choose, or be compelled, to leave the gladiatorial arena in favor of the political arena for three principal reasons. First, politics is a natural part of game circumstances. Service to king and country may involve going on diplomatic missions; or, if a character is of noble birth, his family may require him to discharge various menial — but potentially hazardous — political functions. Any time a player character obtains and develops territory he becomes a politician: he must rule his fiefdom and deal, either diplomatically or on the battlefield, with the petty nobles whose land surrounds his. If the character's fiefdom is arable, won't others be interested in acquiring it? If it is not, then how will he support the local population? Has the character inadvertently developed land that was already claimed by someone else? Will neighboring nobility allow trade routes to the character's land to remain open and safe? How much tribute must the character pay, to whom, and how will he raise the funds? There can be innumerable problems

to solve, all of which arise quite naturally from the simple act of developing land.

Second, close involvement with the political structure that the DM has set up in the campaign world adds depth and reality to the campaign. Adventurers are usually concerned with saving their own skins. How would they deal with being responsible for the well-being of an entire village or town? Responsibility, as they will soon see, involves maturation. Characters (and their players) will soon learn the value of discretion and how to judge the implications of their own actions. In short, they'll have to grow up a little to be successful. In doing so, they will come to see things from a different perspective. The world will no longer be a great playground existing solely for their self-centered pursuits, but a real place where people must answer for their actions.

Finally, political adventuring is different — a change of pace. Variety is not the spice of life in the AD&D game world, it's the meat and potatoes. Politics is something out of the ordinary for many fantasy games, but still relevant enough to game life to make it great fun. It gives both the DM and the players an opportunity to explore facets of their talents that are left untapped by normal dungeon adventuring. Yet, this is not to say that political adventuring lacks the excitement and danger of swords-and-sorcery adventuring. In a long-running and well-structured campaign, most prominent NPCs will have attained fairly high levels in their respective classes, so political conflict between them and player characters often degenerates into armed and/or magical conflict. But often, political conflict can be resolved without immediately going for the sword or the spell book; the emphasis is on tact and persuasive ability rather than on raw firepower.

Preparing a political adventure is not unlike designing a dungeon, except that political adventures rely more heavily on setting, plot, and characterization than on action. Before discussing possible plot lines, it is necessary to understand what role each of these three elements plays in the individual adventure.

Setting: There are only two basic settings, the first of which is the territory developed by a player character. Nothing involves characters more deeply than a threat to home and hearth, and placing the adventure at home has the distinct advantage of utilizing a previously developed

setting. You already know the area's geography, its population, its industry, and its commercial interests. With all of this going for you, the plot will almost develop itself.

There are countless chinks you can toss into the character's feudal machinery, but be wary of overdoing it. If an area is in *too* much turmoil, neither the character nor the people he rules will want to live there. Players quickly tire of having their characters forced to find and hire more mercenaries to replace the ones slaughtered in the last attack, and even the hardiest souls will consider retiring from the landowning business after the fifth or sixth peasant revolt. Use discretion and common sense in putting obstacles in the characters' way, especially when some character's homeland is at stake.

The second kind of setting is all or part of the territory outside the character's (or party's) homeland — the great, wide world. This vast territory is considered a single category because designing political adventures in the "outside world" is different from a political adventure that takes place "at home." Characters may not have a great personal concern for the goings-on in the rest of the world (although these happenings could eventually affect their homes, too), but high-level adventurers of some renown could well be enlisted by a noble or high-ranking official to perform some sort of political mission.

The difficulties in creating an "outside world" setting are numerous, but need not be any more troublesome than devising an imaginative, cohesive dungeon-based adventure. Your first task is to come up with a plot; the mechanics of doing this are discussed in the next section of this article. For example, suppose that an assassin is known to be operating in some noble's court. The characters are enlisted to find him out and foil his plans; they may know who his intended target is, and roughly when he will strike, but not how the deed will be done. The noble's castle and surrounding territory must be designed and defined, and the courtiers and nobles created, with many of them having some potentially incriminating aspect to their personal histories. All the essentials of a "whodunit" story should be part of the setting, with the player character(s) serving as both the hero of the story and the detective who comes up with the solution. The setting for such an adventure is not ready-made, as it is when the adventure takes place in the characters' own territory, but must be crafted to fit the plot.

Plot: In the simplest terms, the plot of an adventure is the task assigned to the character(s) and the basic circumstances that brought about the need for the task to be performed: Country A wants to attack Country B, and the adventuring party is charged with trying to prevent the war. The reasons why one country wants to attack the other need not, and perhaps should not, be readily apparent. The geographic setting of the adventure, and the personalities of the NPCs that the adventuring party will encounter, will hold the key to finding out those reasons, but it is the party's job to sift through the information and come up with the answers — and then use diplomacy and political skill to resolve the problem.

For example, the ruler of Country A may profess revenge as his motive for wanting to attack, but he may really have his eye on the rich farmlands of Country B that lie just over the border. You can't hand out this information on a silver platter, but at the same time neither can you strictly dictate the action the way a writer plots out a story. The adventuring characters all have minds of their own and will exercise them in different ways. It's necessary to build a plot in which several different routes of inquiry will all lead to the correct answer; clues should lead to other clues, until finally all the pieces of information taken together add up to the solution. The essential ingredient of a good political plot is mystery. Without it, the adventure becomes dull and routine.

Characterization: This is perhaps the most important element in a political adventure. It is through the people they deal with that the characters are drawn deeper and deeper into the plot, so your NPCs must be carefully detailed. You should know before they are encountered what they look like, sound like, and act like, and you should know what each NPC knows about the situation in question. What motivates each of them, and how do those motivations affect their actions? For instance, Prince Maldichon may know nothing about his father's plans to attack Country B, but his own plot to usurp his father's throne may cause the prince to act in strange and mysterious ways.

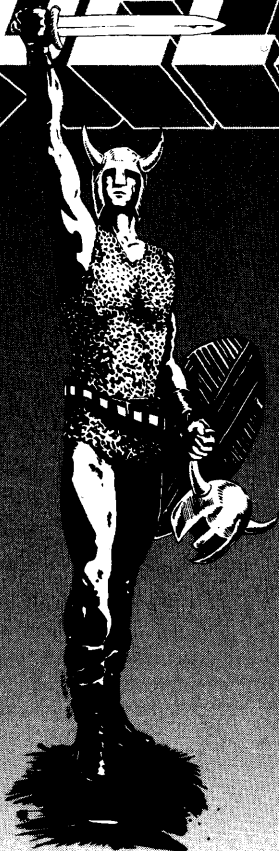
How much will an NPC be willing to say? How much coercion is necessary to make him say more? NPCs should not be too close-mouthed, or the characters will never get anywhere; but they shouldn't be blabbermouths or stool pigeons, either. The most realistic and challenging NPCs are those that are played by the Dungeon Master just as if they were player characters themselves, with their own distinctive feelings and ambitions.

If you fuse the elements of setting, plot, and characterization well, the political adventure will be both entertaining and challenging to the players. Following are two examples of how these elements can be woven together effectively

Example 1: This adventure is set in a player character's home territory, that of Lord Valdis von Wodinskirk of Karmagia. Karmagia was a small fiefdom (located in hex H4-103 on the map of the WORLD OF GREYHAWK™ Fantasy Setting) sandwiched between the much larger and stronger fiefdom of Luxor and the foreboding Suss Forest. Karmagia's sole asset was gold — the territory sat on a mother lode — but Valdis could neither entice merchants to Karmagia nor send his own caravans to town because of Luxor's incessant highway robbery.

The setting, then, was Karmagia and the surrounding areas of the Wild Coast. The plot was the opening of trade routes through Luxor to the city of Elredd. (During the adventure, Valdis discovered that some of his miners were smuggling gold out to another nearby noble, called The Toad. Sub-plots always make things more interesting.) The principal characters were Lord Valdis, his henchmen, the Queen of Luxor, and a very interested merchant prince from Elredd. The Queen's primary motivation for ordering the robberies was not greed, but retribution: Valdis had refused her matrimonial advances. The merchant had been "gifted" with a death sentence from the local assassin's guild, and was interested in coming into a lot of gold quickly so he could buy off the guildmaster. So, both the queen and the merchant were more ruthless than mere greed would make them. Unfor-

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tunately, Valdis only succeeded in provoking a war which led him into a more dangerous area of political adventuring.

Example 2: The second adventure illustrates a setting outside the main character's home territory. It was set in the court of Lady Rhalta, Queen of the Olven state of Celene. Eldrich Silversteel, her Majesty's first cousin, was called in to uncover a traitor in her cabinet who was leaking information regarding Celenian troop movements in that country's war on the Suss Forest humanoids. The raids conducted by the humanoids had mysteriously become precise and well-organized, and the forest troops were uncharacteristically well disciplined. Obviously someone or something was providing them with leadership, and whoever or whatever it was had access to privileged information that made the raids devastating to the Celenian forces. Silversteel was given as much background material on cabinet members as Lady Rhalta could provide, and his investigation proceeded from there. The trail led him from Enstad to deep in the Suss, where he encountered the mysterious movers behind the raids, and back again to her Majesty's court for a suspenseful confrontation with the traitor.

In this adventure, the setting and the characters were molded to fit the plot, whereas in the previous example the plot grew from the setting and the characters. It

is possible, of course, for a particularly intriguing NPC to spark your creative flame, in which case the setting and plot would evolve from the NPC's personality. However the idea takes shape, it is the fusion of all three elements that will make or break the adventure.

Types of political adventures

Of course, there is an infinite variety of possible political adventures, so any list will be far from complete. Five basic types of political adventures are described below, with variations given for some.

Military adventures are those which involve the considered use of military forces. This is by far the most involved type of political adventure; it necessitates detailing the makeup of the military forces involved, the ruling bodies commanding those forces, the resources (both fiscal and human) and the terrain of each side.

There are three basic variations: international warfare, civil warfare, and the deployment of large "peacekeeping" forces on foreign soil. International warfare can involve the creation and dissolution of alliances, massive troop movements over long distances, and the problems of supplying armies away from home (not to mention fighting the actual war) within the framework of the AD&D game rules. Civil war presents the character with the dilemma of choosing a side. It can be quite interesting if

the character and the nobles with which he has made military, commercial, and perhaps emotional ties choose opposite sides and are forced to fight one another. If the character chooses the rebel side, how will he and his compatriots face the economic considerations involved in fielding an army? Will the people he rules remain loyal to him or shift allegiance to the central government?

The third variation can be very interesting to play. Since lives other than the character's own sometimes mean little in the AD&D game universe, the moral question of allowing peacekeeping forces to fight back don't take on the same importance that they do in our real world. But does one allow troops to pillage and plunder the area they are supposedly protecting? What if the troops go against their leader's orders? If the character has an interest in the area his forces occupy but the local ruler orders those forces to leave, what does the character do? Remember that when a character is working in the international community, his actions will have decided and often unpredictable implications.

Economic adventures deal with the myriad curses of macroeconomics: inflation, depression, famine, and so forth. The political problems that arise from such conditions can be very difficult to deal with. The solutions are usually long-term ones, which goes against the tendency of most characters (and players) to expect, if not demand, immediate results. Adding to the difficulty is the fact that many players may be blissfully ignorant of the causes and cures of economic phenomena.

What if the crops fail one year? How will the character feed the starving populace for which he is responsible (and which he is dependent on)? The king, financially strapped because of the cost of constructing his new beachfront palace, may demand a tribute higher than the character can pay. How will he raise the money (assuming that adventuring is, for some reason, out of the question)? Or, drop this bomb: The village is experiencing runaway inflation because of an influx of gold from adventuring in the area. The peasants, unable to keep up with the rising prices, are forced to emigrate or steal to live. What can be done? These are the real problems of rulers.

Commercial adventures are closely related to the economic type and involve issues of commerce, such as opening and protecting trade routes. What can one do if a neighboring noble places outrageous tariffs on his merchants? What if the noble refuses to allow passage through his land? It is very difficult to maintain a prosperous fiefdom without prosperous trade, yet it should be equally as difficult to open and maintain a system of worthwhile commerce.. Smugglers may undersell local merchants. Caravans that once frequented the character's land may suddenly find greener or safer pastures elsewhere.

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issues of market fluctuation and stiff competition; determine how the market works when it is basically stable. Then, when drastic things occur requiring character intervention, there is enough at stake (regaining or retaining the condition of stability) to make the problem worth solving.

Internal security — which usually translates into danger at the royal court — provides one of the most compelling types of political adventure. The most exciting and suspenseful of these are like the assassin and spy scenarios described earlier. Or, there could be an adventure involving embezzlement from the state treasury. Anyone may be the thief, from the footsoldier who guards the vault to the hero's closest henchman, but whoever it is, his reasons for committing the crime must be believable. An interesting twist to throw into any campaign is an unfaithful spouse plotting to get rid of his or her current mate, intending to share land and status with a new partner. The closer an enemy is, the more dangerous he or she becomes.

Revolt is the worst nightmare of any noble, and occurs in one of three general forms. The first is the "ordinary" peasant revolt, in which oppression from the ruling class causes a general uprising not unlike the French and American Revolutions. This type of revolt is somewhat simplistically but adequately defined under "Peasants, Serfs,

and Slaves" in the Dungeon Masters Guide. The second form is a revolt started, supplied, and maintained from the outside. A hostile foreign power, through propaganda and insinuation, turns the public opinion against the player character(s). A few agents infiltrate the populace to lead the rebellion, and arms are provided by the foreigners. The third kind of revolt is more limited in scope. It involves an individual faction of malcontents or power-seekers whose views are not supported by the general public; through terrorism or a quick military coup, the faction tries to destroy the character's power base. It is his problem to stop them.

The treatment of political adventuring given here is admittedly rather sketchy, but it is also true that not many specific points can be made, since the details of how an adventure is constructed and staged must necessarily differ from one campaign to the next. The DM who plans out political adventures should always remember that every aspect of politics is closely related to every other one.

Politics is like a great web of interconnected and interdependent strands. If the elements of setting, plot, and characterization are used well, and if the mystery and suspense are maintained, you'll find political adventuring to be a rewarding and pleasant change from the dull, drab dungeon.



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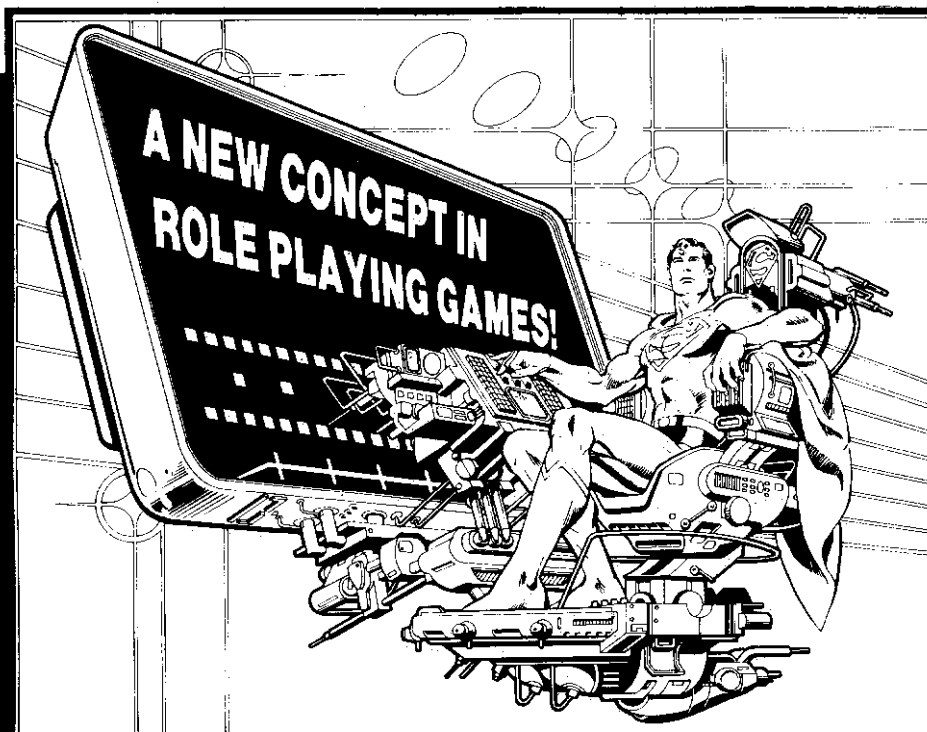
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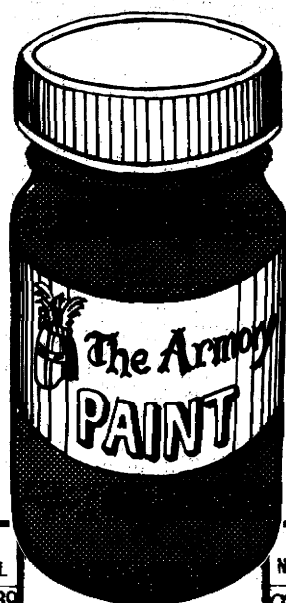
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Plane facts on Gladsheim

What it's like in the land of the Norse gods

by Roger E. Moore

The three layers of Gladsheim are the home of many supernatural beings of chaotic good and chaotic neutral alignment. Though some gods who reside there are of other alignments, they often have large numbers of worshipers who are chaotic and support a benevolent individualism, with a heavy emphasis on personal freedom and action.

Warfare and personal combat are the preferred manners of handling disputes by most inhabitants of this region. Native beings may become extremely violent if attacked. Fearlessness is considered a great virtue, and excellence in adventuring and conquest is much admired. Fortune and fame are emphasized, as one would expect from the chaotic nature of the planes.

This article focuses on the first plane of Gladsheim, on the part which contains the four realms known to readers of Norse, Teutonic, and Scandinavian myth — Asgard, Vanaheim, Alfheim, and the peculiar country known as “Giant Land,” or Jotunheim. Other deities reside upon the planes of Gladsheim, most notably Bast and several Shinto and Indian gods, but their realms and kingdoms are not dealt with in this adventure setting.

The first plane of Gladsheim connects directly with the Astral Plane, the first layer of Olympus, and the first layer of Limbo. A special interplanar nexus exists which leads directly to the Prime Material Plane from a point near Asgard; this nexus is called Bifrost, the Rainbow Bridge, and is further described in the geographic glossary below.

Several regions often mentioned in Norse mythology are not found in Gladsheim. One is the land of the dead, Niflheim, which is part of the gloomy realm of Hades. Niflheim is ruled by the keeper of the dead, the goddess Hel (also known as Hela). Hel is also the name of the immense citadel in which the goddess Hel lives in Niflheim.

Muspelheim, the “Land of Fire,” is another separate area. Also known as Muspell or Muspellheim, this land is found on the Elemental Plane of Fire. Muspelheim is filled with fire giants, and is often visited by Surtur, the god of the fire giants, who lives in Jotunheim. Muspelheim may be reached by passing through interplanar corridors in certain volcanic regions.

Nidavellir (“Dark Home”) and Svartalfheim (“Dark Elf Land”) are regions found on the Prime Material Plane of Midgard (see below), in which dwarves and gnomes dwell in underground kingdoms.

Unlike other planes previously described in issues of DRAGON® Magazine (such as the Astral Plane in #67 and the Nine Hells in issues #75 and 76) or in AD&D game modules (the Abyss in TSR™ module Q1: *Queen of the Demonweb Pits*), Gladsheim is a region in which many gods who are worshiped by player characters exist. For the most part, the inhabitants of Gladsheim will react in a friendly, though rather guarded, fashion toward adventurers who make their way there. However, the opportunities for adventure, danger, and intrigue in Gladsheim are great. It is recommended that only player characters of levels 9 and above adventure in Gladsheim due to the nature of the encounters there.

Geography of Asgard and its environs

The layout of Asgard is shown on the map on p. 55. All four lands of Norse mythology found on the first plane of Gladsheim (Alfheim, Asgard, Jotunheim, and Vanaheim) have regular day-night periods and undergo regular seasons (snowy winters, hot summers, etc.). Further information is given in the geographic glossary below.

Alfheim — A brilliant, sunlit region in which live the spirits of elves who worshiped Frey and Freya. Alfheim is commanded by Frey himself, and its lands are wild and beautiful, untouched by civilization. The elven spirit-folk live in the outdoors and have no regular dwellings.

Asgard — The region of the first layer of Gladsheim in which all the Aesir gods (Odin, Thor, Frigga, etc.) dwell. Asgard is characterized by numerous huge estates, upon which gold and silver mansions are raised. The terrain resembles that of an idealized Scandinavia or Northern Europe, with all the geologic and topographic features found therein. This land is surrounded by a solid stone wall 40 feet thick and 80 feet high. Several gates lead out from Asgard into the surrounding countryside.

Bifrost — The “Trembling Road,” also known as the Rainbow Bridge. Bifrost is a rainbow-shaped nexus leading from the first plane of Gladsheim, near the walls of Asgard, to the worlds of the Prime Material Plane. Bifrost contacts only one alternate Prime Material world at a time, whichever one the gods desire. Heimdall guards this nexus.

When the gods choose to have Bifrost be visible to adventurers on the Prime Material Plane, the Rainbow Bridge will appear to be a particularly vivid rainbow of magenta, yellow, and cyan, reaching from the ground to a distant cloud high in the sky. If the base of the rainbow is sought, it will be found to be about 10 yards across (though it can be widened by the command of a deity if necessary). The Rainbow Bridge appears to tremble and shudder in the wind, but offers very solid footing.

Bifrost cannot be harmed or affected, by any magical or physical power. While walking up the Bridge, characters will discover that their magical talents and items no longer function; the Bridge radiates an *anti-magic field* that temporarily negates the magical powers of any being except those of godlike status. This also applies to magic weapons wielded by anyone less than a deity; the weapons' magical characteristics will not function, but they can still be used as normal weapons.

It takes about 6-36 turns to climb Bifrost into the cloud, which is actually a *gate* leading directly to Gladsheim. Once through the cloud, characters will exit in Gladsheim next to Heimdall's hall.

Bilskirnir — Thor's hall in Asgard, in Thrudheim.

Breidablik — “Broad Splendor,” Balder's beautiful hall in Asgard. The hall radiates a double-strength *protection from evil* spell. Evil beings must also save vs. spells when they come within 100 yards of the hall or they will be repelled by the sight of it and will flee.

Fensalir — The mansion of Frigga, found in Asgard.

Folkvang — Translated as the “Field of Folk,” this is a great field in which Freya's hall, Sessrumnir, stands in Vanaheim.

Gladsheim — The common hall of the Norse gods in Asgard, after which the Outer Plane of Gladsheim (as depicted in the AD&D® game rules) was named. The Norse deities often gather here for feasts and celebrations.

Glitner — Forseti's hall in Asgard, in which the pillars are of bright gold and the roof is inlaid with silver. Forseti holds court here for the gods.

Himinbjorg — “Cliffs of Heaven,” the massive and beautiful hall of Heimdall, found next to the entryway of Bifrost into Gladsheim. Himinbjorg is one of the very few Aesir halls found outside Asgard's walls.

Ida, Plain of — The great field between the point where Bifrost enters the planes of Gladsheim and the hall of Gladsheim.

Jotunheim — “Giant Land,” the country in which the Norse

giants live. Jotunheim is a land of desolate plains and snow-capped mountain ranges. Only sickly vegetation grows here. Some giants run a ferry over the river Iving between Asgard and Jotunheim.

Iving River — A river that never ices over and which forms part of the boundary between Asgard and Jotunheim. The Iving cannot freeze; any cold spell cast against it will have no effect upon the water, which remains warm all year around.

Lake Amsvartnir — A lake outside Asgard. In the middle of the lake is Lyngvi Island, where Fenris is chained. The wolf's saliva forms the river Von, which flows into the lake.

Midgard — Also known as "Middle Earth," Midgard is an alternate Prime Material world completely dominated by

barbaric cultures which worship Norse deities. Many sages and religious leaders believe that Midgard is the original home of mankind and most demi-humans and humanoid races, but this (of course) is much disputed. Midgard is similar to other Prime Material worlds, though its inhabitants make less use of magic and rely more heavily upon fighting skills than those of many other Prime Material worlds. Runes play an important part in magical ritual and spellcasting there. The land masses of Midgard are surrounded by a vast, uncrossable sea in which the Midgard Serpent (Jormungandr) lives.

Noatun — The word means "Shipyard." Noatun is a great hall built near an ocean in Vanaheim, in which the Vanir god Njord dwells.

Sessrumnir — Freya's hall in Vanaheim. Some of the Einheriar warrior-spirits make their home here as Freya's servants.

Thrudheim — The part of Asgard where Thor lives. This area is subject to violent storms, floods, and landslides.

Utgard — The major city and fortress of the giants who inhabit Jotunheim. Utgard is heavily defended, and protected by illusions and camouflage. Utgard is ruled by a cleric/illusionist giant king, Utgard-Loki.

Valaskjalf — Odin's hall in Asgard, where his "all-seeing throne" Hlidskjalf stands. Valaskjalf has a roof of silver.

Valhalla — "Hall of the Slain." Valhalla is the council hall of Odin, in which the souls of the greatest heroes dwell. These souls are the Einheriar, who will fight the giants at Ragnarok. Einheriar who are slain in Gladsheim are resurrected here each day. Valhalla is immense and has lodging and dining space enough for several hundred thousand men at once. The roof is made of shields, and the rafters and walls are built from spears. The hall has 540 doors through which the Einheriar pass when entering or leaving. The river Thund flows by Valhalla, and must be crossed by wading in order for anyone to get to Valhalla's main gate.

Vanaheim — A region next to Asgard in which the Vanir gods (Frey, Freya, etc.) usually dwell. Vanaheim is similar to Asgard.

Vidi — A land of tall grass and saplings in Asgard where Vidar

keeps his hall and stables.

Vigrid, Plain of — A great green field that stands between the walls of Asgard and the nexus point Bifrost. It is at Vigrid that the final battle between gods, men, monsters, and giants (Ragnarok) will be fought. Vigrid stretches 120 leagues across and is roughly circular, partially bounded by forests.

Well of Mimir — Guarded by Mimir the Wise, this is a magical well with water that increases the wisdom of the drinker by 1-4 points (effective only once for any one character). This well is found in Jotunheim, where one of the major roots of Yggdrasil enters the land. Heimdall often keeps his horn Gjallar here.

Well of Urd — A magical spring that flows from the ground in

Asgard, where one of the major roots of Yggdrasil enters the land. The Norns, the goddesses of Fate, live here. The waters of this well will heal anyone who drinks from it.

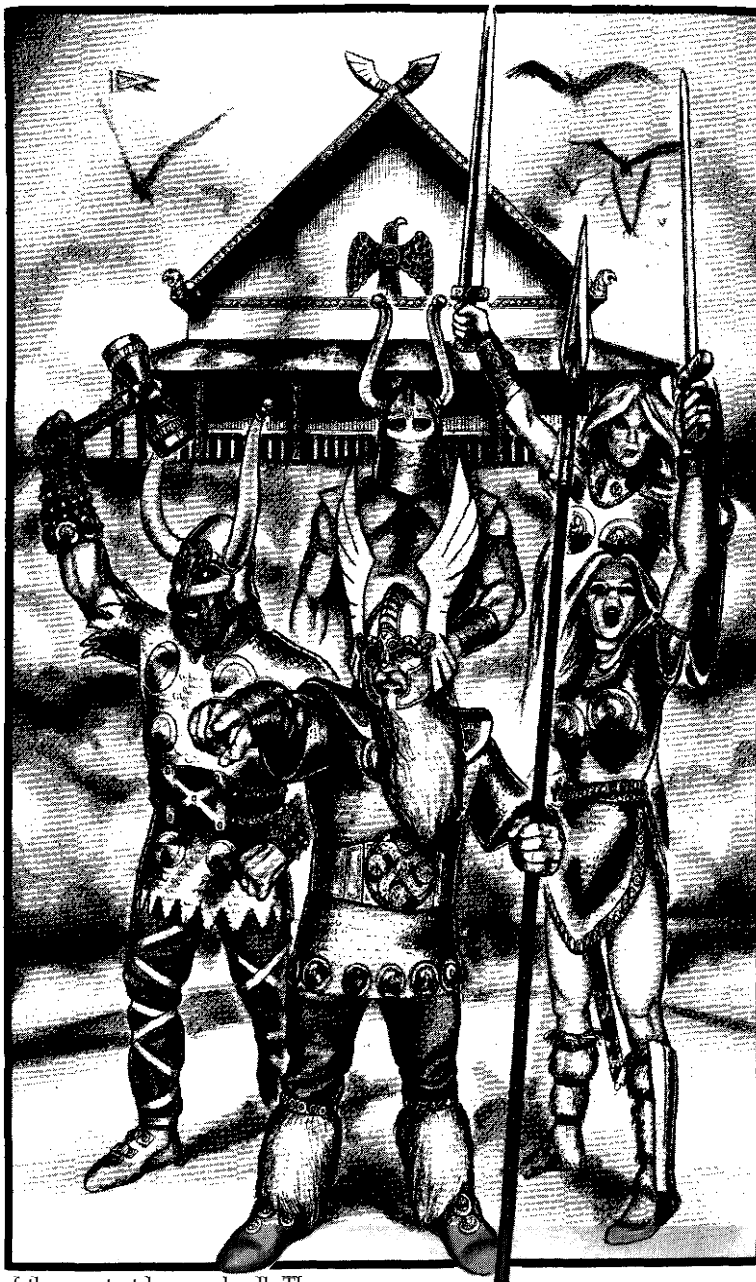
Ydalir — A yew grove in Asgard. Uller, the god of archery, lives here, because yew wood makes excellent bows.

Yggdrasil (Yggdrasil) — The "World Ash." An infinitely large, living tree that branches through the Astral Plane, with roots extending into numerous other planes such as Midgard, Hades, and Gladsheim.

Yggdrasil is without question the largest living thing in existence. It is possible to climb Yggdrasil from the Prime Material into the Outer Planes, but the dangers involved are extreme, and it has never been successfully done.

Encounters

The four lands of Asgard, Vanaheim, Alfheim, and Jotunheim share many of the same encounter possibilities, though in differing proportions. More giants will be seen in Jotunheim than in Asgard, for one obvious example. A generalized table for determining the frequency of encountered creatures in these lands is presented below. This may be altered or added to by the game referee as he sees fit. In general, roll for an encounter on a d10; a roll of 1 indicates an encounter. The local terrain will determine how often to check for encounters (see the DMG, p. 47).



Encounter	Alfheim	Asgard	Jotunheim	Vanaheim
Animals, wild	01-55	01-30	01-10	01-30
Animals, tame	56-60	31-40	11-20	31-40
Dwarves	61-62	41-45	21-25	41-45
Einheriar/Valkyries	—	46-65	26-35	46-50
Elves	63-82	66-70	36-40	51-65
Giant(s)	83-85	71-72	41-85	66-70
God, Aesir	86-88	73-87	86-90	71-75
God, Vanir	89-98	88-92	91-95	76-95
Men	99-00	93-00	96-00	96-00

Animals, wild — Though these beasts appear to be normal animals, they are considered monsters for all purposes of spell effects. Some of these beasts possess unique magical powers; a white stag might grant a *wish* if captured (but it runs at 48" and can *teleport* once per day); a squirrel might speak with all passersby and trade information with them. The referee may moderate such encounters as desired. Use the sub-arctic wilderness encounter charts in the *Dungeon Masters Guide* or *Monster Manual II* for wintertime encounters and the temperate encounter charts for the rest of the seasons. Ignore all "monster" encounters, using only "normal" animals, like stags and goats. In Alfheim, the faerie and sylvan setting table may be used as is.

Animals, tame — These creatures will be goats, cattle, or tame deer found grazing, guarded by 1-4 human shepherds who are actually Einheriar of random levels, doing temporary herding duty. For more information on Einheriar, see the listings for *raise dead* and *monster summoning* in the following section on spell alterations.

Dwarves — From 1-6 dwarves will be encountered. However, these are *not* dwarves as described in the AD&D® game, though they closely resemble them in appearance. These dwarves are from Midgard (see geographic glossary) and have supernatural talents. Each dwarf will be a fighter of 7th-12th level, with magic-user ability of 12th-18th level (they do not always carry memorized spells with them, however). They have no bonus on their saving throws vs. magic, like "normal" dwarves do, but are still resistant to poisons.

Norse dwarves are dour, greedy, and materialistic, and talk of little except making money, losing money, getting revenge on enemies, or making new tools or weapons. They are neutral and will not go out of their way to harm adventurers, unless they are attacked. They often hide their wealth and covet the wealth of others.

Assume that each dwarf encountered will have a 50% chance of owning 1-4 random magic items which he has personally made. (If he cannot use an item he possesses, assume that he was hired to make it for someone else.) Midgard dwarves will work for no one except those who can offer them the greatest rewards for their labors. Each dwarf will carry treasure types Q (x5) and M (x20) on his person. Midgard dwarves cannot *ever* be used as player characters.

Einheriar or Valkyries — The chosen warriors of Valhalla, the Einheriar are well described in the following section on spell alterations under the *raise dead* and *monster summoning* spells. They will appear in groups of 1-20, of random levels, either searching for opponents to fight (meaning the player characters, who will be attacked unless they can quickly demonstrate that they are on an important mission or are under the protection of the gods) or performing an errand for a deity. Einheriar are immune to all *fear* spells. Weaponry for Einheriar may be varied by referees as desired.

Valkyries are treated as per the DEITIES & DEMIGODS™ Cyclopeda. They are 75% likely to be airborne, riding their pegasi on some mission known only to themselves and the gods. Valkyries will generally not bother adventurers unless they were ordered to apprehend or warn them of some event. Assume that 20% of all encounters with Einheriar will instead involve Valkyries.

Elves — These beings radiate *light* (as per the spell) naturally, and cannot be blinded by any light source. Elves are very friendly, but care little for anything but play and the enjoyment of nature. They are the same as normal (in the AD&D game) high elves in all other respects — but members of this race *cannot* be used as player characters.

Giants — The giants of Jotunheim are of the sorts generally familiar to most adventurers. Most of them are frost giants or mountain giants (35% chance of meeting either type), with a fair number of cloud, hill, and storm giants as well (8%, 10%, and 7% of the total, respectively). The rest of the giants (5%) are of other assorted types. Fire giants are actually rare here; most of them dwell in Muspelheim on the Elemental Plane of Fire. A few fire giants will be found at Surtur's palace in Jotunheim. Ogres, trolls, and the like also roam the mountains of this area.

Giants are generally crude, rough, and surly. The few good ones who live here are still cautious in their dealings with strangers, but they and most neutral giants will share what they have if visitors are polite. Evil giants hate gods and humans alike, and will do all they can to enslave, trick, or slay them.

Like the dwarves of Gladsheim, the giants found in Jotunheim have special talents that make them especially dangerous. Some are capable illusionists, achieving the 14th level of ability or better, and others have cleric and magic-user spells as well. Many have magic weapons, magic armor, and other devices that are simply huge versions of commonly seen items. For example, a powerful giant jarl (chieftain) might go into battle wearing +2 chainmail armor, holding a +3 axe and using a +1 shield. He might also be wearing a *girdle* or *gauntlets* to increase his strength. When it comes to fighting giants, even Thor has his rough days.

Rather than spell out a system for determining the exact powers and possessions of giant bands, the following guidelines may be used. Usually only 1-4 giants will be met, and at least one of the number will be an illusionist. Cleric and magic-user giants rarely roam the countryside, preferring to stay in their immense halls. Most giants will have few or no spell powers, but they generally know how to use what they have to their best advantage.

There is a 10% chance in Jotunheim that an encounter with giants means that the party has found a giant's hall and surrounding lands; the rest of the encounters in Jotunheim and in all other lands will be with wandering giants. A giant's hall will have a whole family of giants, between 1-20 in number, with varying treasure types.

The Dungeon Master should work out possible encounters with giants before a session of adventuring in Gladsheim begins, and outfit the giants to make them roughly equal in strength to the adventuring party.

Gods, Aesir — From 1-3 gods or goddesses will be encountered, either on a mission or simply out for a walk. The Dungeon Master may select whichever deities are felt to be appropriate for the encounter. The Norse gods do not mind talking to humans, and may even get to be surprisingly chummy with them, but will never do more than exchange a few words or make a superficial contact without good cause. Gods encountered in Jotunheim will either be fighting with or sporting with giants; Thor is the most likely god to be encountered here, since he prefers killing as many giants as he can. Vanir gods are generally quite peaceful and pleasant to be around, while Aesir gods tend to be more warlike and rough.

Men — These encounters will be with living men from the Prime Material Plane, either adventurers like the player characters or workers hired by a god or giant for some petty task. The DM should try to disguise encounters with men so that the party might confuse them with Einheriar or confuse greedy and evil adventurers with good ones.

Spell alterations

Below is a list of certain spells which will have altered effects when cast on the planes of Gladsheim, with particular attention given to Asgard and related environs (Jotunheim, Vanaheim, Alfheim, etc.).

In general, divination spells are well regarded, and are considered the special blessings of Odin (who seeks wisdom and knowledge), Heimdall (who represents all guardians), and Forseti (who stands for justice and truth).

Necromantic spells, particularly curing and healing spells, are generally looked down upon; those who can bear pain and wounds and still accomplish their tasks are much respected. Necromantic spells are used by Norse clerics, although sparingly. Clerics of Hel make extensive use of the destructive forms of these spells, however.

For details on illusion/phantasm spells, see illusionist spell alterations below.

Enchantment/charm spells are acceptable and are often thought to be the special province of followers of Balder, Bragi, or Freya (see the DEITIES & DEMIGODS Cyclopeda).

Abjuration (protection) spells are regarded as gifts of Heimdall the guardian. Nearly all Norse deities support spells or powers enhancing combat ability and strength.

Note that the above connections between spell types and deities are *not* absolute and totally restrictive. In other words, clerics of Heimdall can use spells other than divination magic, and clerics of Freya can get through a day without using an enchantment/charm spell. In general, however, clerics of the above-mentioned gods will tend to pray for and use spells that are related to their deities' spheres of influence.

Clerics and druids (as well as higher-level paladins) will not be able to recover any spells of the 3rd level or higher upon the planes of Gladshheim, unless they worship a deity who resides on those planes. This is because the higher-level cleric and druid spells must be granted directly by deities or their agents, and other gods will not meddle in the affairs of another plane if they can help it.

A number of spells will not function, or will have altered effects, if cast on the planes of Gladshheim. A list of spells from the *Players Handbook* follows, with notes on unusual results if casting them is attempted. A letter in parentheses after a spell's name indicates that the spell's normal effect is totally or partially negated or altered for a certain reason:

(P) indicates that the spell involves communication with or travel to a plane that does not contact any of the planes of Gladshheim, and for that reason the spell will not work.

(N) indicates necromantic spells that will not affect any inhabitant of Gladshheim who can only be hit by iron, silver, or magical weapons, or who has no corporeal form. This category includes *all* deities and demigods who live on the planes of Gladshheim, as well as many of their servants (see the *cure light wounds* spell description in the *Players Handbook*). However, necromantic spells cast by deities of Gladshheim are capable of affecting other gods and supernatural beings. No god slain on his home plane can ever be *raised* or *resurrected*, however.

(C) indicates that will-force "charm" spells may not work against beings with exceptional wisdom scores (19 or above); check the table on p. 7 in the *DEITIES & DEMIGODS* Book to see if the spell in question will work against an encountered foe. Under no circumstances can a mortal (any normal player character) use a spell or power of this type against a god or demigod with success. Valkyries are also immune to these effects.

(I) indicates that illusion/phantasm spells may not work against beings with exceptional intelligence scores (19 or above); check the table on p. 7 of the *DEITIES & DEMIGODS* Cyclopedia to see if the spell in question will work against an encountered foe.

(E) indicates that the environment of Gladshheim is not a natural one, and spells that control or draw upon natural forces, or affect "natural" creatures like insects or mammals, will not work. Any animals encountered on Gladshheim must be considered "monsters" for spell purposes. If adventurers bring along animals or plants from the Prime Material Plane to Gladshheim, then certain spells directed at such things will work, though they will otherwise be wasted.

Cleric spells

Aerial servant — (P); no link to Elemental Plane of Air.

Animate dead — (N); regarded as a dishonorable spell by all

Vanir and Aesir gods of Gladshheim, except Loki; its use is discouraged.

Animate object — No object so animated will attack any god, demigod, supernatural servant, or other permanent resident of Gladshheim.

Astral spell — A cleric may use this spell to travel from the Prime Material Plane to the first plane of Gladshheim (where Asgard lies), and may travel from Asgard to the Astral Plane or Prime Material Plane, or to the first layer of Olympus or Limbo. However, this spell cannot be used from any other plane of Gladshheim (one of the lower layers). See *dispel magic*.

Command — (C)

Commune — (P); the cleric will realize before this spell is cast

that it will not work unless the cleric's deity resides on one of the planes of Gladshheim.

Conjure animals — (E); all "animals" found naturally on Gladshheim are considered "monsters" for spell purposes.

Control weather — (E); only the gods can control the "weather" on Gladshheim.

Cure/cause blindness — These spells have no effect on any deity or demigod.

Cure/cause disease — These spells have no effect on any deity or demigod.

Cure/cause wounds

(all) — (N)

Detect evil/good — The planes of Gladshheim radiate "good," but not overwhelmingly so; evil beings may be easily detected, but there is a 25% chance this spell will fail to detect good beings as such.

Detect magic — All of the planes of Gladshheim are magical, making this spell useless except to detect non-magical items. The environment, including the very earth and rock, all radiates a magical aura; animals and plants native to Gladshheim also radiate magic.

Detect lie/undetected lie — These spells are ineffective against any deity or demigod. Lying to certain gods (such as Forseti) can prove dangerous.

Dispel evil/good — This spell is ineffective against inhabitants of Gladshheim, whether good or evil. It will work against beings summoned from other planes (including visitors from the Prime Material Plane), but will not dispel good or chaotic beings

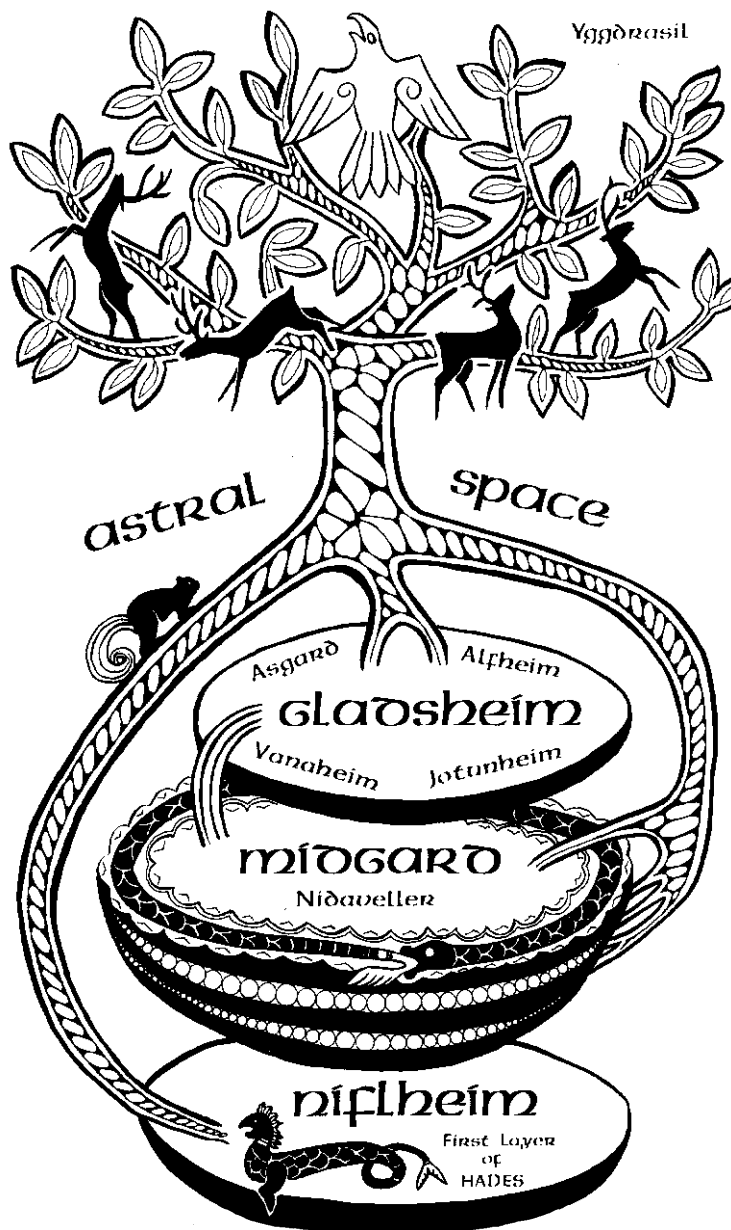
summoned from the adjoining planes of Limbo and Olympus.

Dispel magic — This spell has no effect on the magical properties of the planes of Gladshheim. If cast at a spellcaster or associated person who has traveled to Gladshheim using an *astral spell*, it will (if successful) hurl the person(s) back to their plane of origin.

Divination — (P); see *commune*.

Earthquake — Deities and demigods cannot be automatically slain by this spell.

Exorcise — This spell has no effect on items that have had their properties and powers altered by the influence of the planes of Gladshheim (such as a loss of "plusses").



Feign death — (N)

Gate — No deity who does not live upon Gladsheim will come through a *gate* cast upon these planes. Any being summoned from another plane will instantly know where it is, and may well elect to leave if required to fight a being more powerful than it is. No being will elect to fight a god or demigod. It is also a good bet that if the gate opens in the first layer of Gladsheim, one or more deities there (Odin being a prime example) will know that *something* has been gated in; within 2-8 rounds after the *gate* opens, a force of 1-4 valkyries will appear to check out the situation and report back to their ruler. Within Asgard itself, there is a 70% chance that Odin will immediately note the presence of the *gate* from Hlidskialf, his "all-seeing throne," and will take appropriate action.

Glyph of warding — Any deity or supernatural being able to magically detect invisible objects will note the presence of a *glyph*, and will be able to pass safely by it if the being has any magic-user characteristics or abilities.

Heal/harm — (N)

Hold person — (C)

Holy (Unholy) word — Neither version of this spell will send residents of Gladsheim away, since they are already on their home plane. In fact, *unholy word* won't work at all, because of the innate "goodness" of the plane. A *holy word* will send evil creatures from other planes — including the Prime Material — back to their home plane. It will adversely affect natives of Gladsheim who are evil-aligned (such as some giants) according to the spell description. Note that *holy word* will affect members of the spellcaster's party who happen to be evil, if they are within the area of effect of the spell at the time it is cast.

Insect plague — (E)

Know/obscure alignment — See detect good/evil.

Neutralize poison — This spell and its reverse will affect deities, but the reverse (*poison*) will only do 4-24 points damage to a deity or demigod if a save vs. poison is failed (and half damage if the save is made).

Plane shift — This spell works in the usual fashion, allowing the recipient to travel directly to another plane, even one that does not border on Gladsheim.

Protection from evil/good (all) — These spells are ineffective against good beings and all permanent inhabitants of Gladsheim. Evil creatures from other planes may be affected. Neutral beings, of course, are not affected.

Quest — (C)

Raise dead/slay living — (N); if a human character is being revived in Asgard, there is a 45% chance that the soul of an Einheriar (see the following section on inhabitants of Asgard) will inhabit the body. The Einheriar's statistics are determined using the following tables:

Table A

d%	roll	level
01-50	4	
51-75	5	
76-88	6	
89-94	7	
95-97	8	
98	9	
99	10	
00	11-20	

Table B

d20	roll	class
1-8		fighter
9		ranger
10		paladin
11-13		barbarian
14-16		cleric
17-18		thief
19		magic-user
20		two classes (roll twice) or bard (determine level as bard using Table A)

The strength, dexterity, and constitution scores of the *raised* Einheriar body remain the same as they were for the previous character; if any of those scores are too low to meet the minimum requirement for the designated class, the DM should re-roll on Table B until a suitable result is obtained. The intelligence, wisdom, and charisma scores of the *raised* Einheriar body are determined randomly (or assigned by the DM) and must be at or above the minimum requirements for the class(es) in question. If a two-classed



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character is generated, it cannot contain any conflicting results (such as a thief-paladin double-classed character); if such a result is obtained, the DM should re-roll on Table B until there are no discrepancies. Hit points for the *raised* Einheriar are rolled randomly, and other statistics and characteristics are left to the DM's discretion.

Einheriar are always human, and most (95%) are male, since Norse societies tend to be male-dominant in fighting professions.

If a body being *raised* is possessed by an Einheriar soul, the system shock roll for the body is considered to be automatically successful. The player of the character who who being *raised* should be taken aside, given the necessary facts, and asked to role-play the new personality. Einheriar are fearless (having already been slain hundreds of times), aggressive, ruthless, and dangerous; they will attack any opponents until they or the foes are slain, and they are immune to all *fear* spells or powers. They will attempt to kill all giants on sight, friendly or not, and will even attack unfriendly gods. An *exorcise* spell will be required to remove the Einheriar's soul, after which a new attempt to properly *raise* the dead person must be made.

Regenerate/wither — (N)

Remove/bestow curse — See *exorcise*.

Remove/cause fear — (C)

Restoration/energy drain — (N)

Resurrection/destruction — (N); there is a 25% chance that if *resurrection* is attempted on a human character in Asgard or associated environs, the soul of an Einheriar will possess the body (see notes for *raise dead*).

Sanctuary — This spell is ineffective against deities and demigods.

Slow poison — (N)

Snake charm — (E); this spell is certainly of no use against the Midgard serpent!

Speak with animals — (E)

Speak with dead — (N); if cast in Asgard, there is a 30% chance that a random soul will be contacted, most likely a worshiper of the Norse gods. The DM may arbitrate this encounter as desired.

Speak with monsters — All "animals" encountered on Gladsheim may be spoken to by means of this spell.

Speak with plants — (E); a *speaking with monsters* spell is required to communicate with vegetation native to Gladsheim.

Spiritual hammer — (P); see *commune*.

Sticks to snakes/snakes to sticks — (E); see the note for the *snake charm* spell. *Sticks to snakes* is regarded as a "bad spell" by most clerics of Thor, since know of the prophesied doom of their deity from the Midgard serpent.

Stone tell — (E)

Symbol — *Symbols of persuasion* and *hopelessness* will not affect any deities or demigods; a *symbol of persuasion* will further not affect any supernatural servants of the deities, such as valkyries.

True seeing/false seeing — *True seeing* will reveal the whirling chaos that makes up Gladsheim in all of its violence and majesty. The spellcaster will be stunned for 20 rounds, less one round for each point of intelligence he possesses. A stunned character cannot fight or defend himself, and will babble meaninglessly for the duration of the duration of the stunning effects. The reverse of this spell functions normally. Deities, demigods, their servants, and other residents of Gladsheim may use *true seeing* normally; they are immune to the stunning effect.

Wind walk — The inherent chaos of the winds of Gladsheim make it difficult to control the direction and speed of flight. There is a 50% chance per turn of flight that the spellcaster will be unable to control his movement, and during that turn will move at a random speed in a random direction.

Word of recall — There is a 20% chance that a cleric in Asgard who has a sanctuary on the Prime Material Plane will be lost upon casting this spell (see DMG, p. 42).

Druid spells

Animal friendship — (E)

Animal growth/reduction — (E)

Animal summoning (all) — (E)

Animate rock — See cleric spell.

Anti-animal shell — (E)

Anti-plant shell — (E)

Call lightning — (E); lightning is also considered Thor's special province in Asgard.

Call woodland beings — (E)

Chariot of Sustarre — (P); this spell draws upon the Elemental Plane of Fire.

Charm person or mammal — (C), (E); note that a god, demigod, or supernatural servant is not a "person," so this spell has no effect against such a being.

Commune with nature — (E)

Confusion — (C); persons from the Prime Material Plane save at -4 against this spell, since it is amplified by the chaos of Gladsheim.

Conjure elemental (any) — (P); the Elemental Planes cannot be contacted.

Control temperature, 10' radius — (E)

Control weather — (E); only the gods can control the "weather" on Gladsheim.

Control winds — (E)

Creeping doom — (E)

Cure/cause disease — (N)

Cure/cause wounds (all) — (N)

Detect magic — See cleric spell.

Dispel magic — See cleric spell.

En tangle — (E)

Feeblemind — (C)

Feign death — (N)

Finger of death — (C); this spell will not work against any deity, demigod, or supernatural servant who lives on Gladsheim.

Hallucinatory forest — (I)

Hold animal — (E)

Hold plant — (E)

Insect plague — (E)

Invisibility to animals — (E); no effect upon gods, demigods, humans, etc.

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Locate animals — (E)

Locate object — This spell cannot be used to locate deities, demigods, or their servants; it will also not locate artifacts or major weapons or devices of the deities.

Locate plants — (E)

Neutralize poison — See cleric spell.

Pass plant — (E)

Pass without trace — Any deity or demigod with ranger skills and a wisdom score of 19 or better may easily track a being using this spell.

Plant door — (E)

Plant growth — (E)

Predict weather — (E); only the gods can control the “weather” on Gladshheim.

Reincarnate — There is a 30% chance when casting this spell on a human body in Asgard that the character will be reincarnated as an Einheriar; see notes on the cleric spell *raise dead* for details. However, unlike a *raised* body containing an Einheriar soul, a *reincarnated* Einheriar cannot be affected by an *exorcise* spell. New ability scores must be generated for the “reborn” character; then his level and class are determined (taking care that his ability scores qualify him for the designated class), hit points are rolled, and other characteristics are generated or assigned by the DM. The reincarnated Einheriar can be a regular player character, at the DM’s discretion; he must be somehow outfitted with weapons and equipment, which could be loaned or given to him by other members of the adventuring party. The new Einheriar character will worship one of the good-aligned Norse deities, and the character should be role-played forcefully according to the guidelines given under the previous notes for the *raise dead* spell.

Repel insects — (E)

Speak with animals — (E)

Speak with plants — (E)

Sticks to snakes/snakes to sticks — (E); see cleric spell.

Summon insects — (E)

Transport via plants — (E)

Weather summoning — (E); only the gods can control the “weather” on Gladshheim.

Magic-user spells

Animal growth/reduction — (E)

Animate dead — See cleric spell.

Anti-magic shell — Effective vs. characters using *astral spell* to wander the first plane of Gladshheim from another plane. Note that creatures native to Gladshheim are not considered “summoned or conjured” monsters, and may enter or leave the spell’s area of effect.

Antipathy/sympathy — (C)

Astral spell — See cleric spell.

Audible glamor — (I)

Blink — (P); contact with Ethereal Plane required.

Cacodemon — (P)

Charm monster — (C)

Charm person — (C); see druid spell *charm person or mammal*.

Charm plants — (E)

Clone — Gods, demigods, and supernatural servants cannot be cloned.

Contact other plane — Keep a careful record of how far away an other-planar power is. A god on the Elemental Plane of Fire would be 4 planes removed from Asgard, for example; the spell has to cross the Astral, Prime Material, and Ethereal Planes to get to the deity.

Confusion — (C); see druid spell.

Conjure elemental — (P); no contact possible with Elemental Planes.

Control weather — (E); only the gods can control the “weather” on Gladshheim.

Dancing lights — Residents of Gladshheim will know a “fire elemental” figure created by this spell to be false.

Death spell — This spell will not function against any supernatural inhabitant of Gladshheim, including gods, demigods, and valkyries.

Detect evil/good — See cleric spell.

Detect invisibility — No ethereal or out-of-phase objects will be

seen, since Gladshheim does not connect with the Ethereal Plane. An observer on any plane of Gladshheim other than the first layer will also not be able to see astral objects or beings.

Detect magic — See cleric spell.

Dimension door — Will function only on the first plane of Gladshheim, since a direct connection to the Astral Plane is required.

Disintegrate — Deities and demigods cannot be permanently destroyed with this spell; greater gods will re-form their essence into material form in 1-4 hours, lesser gods in 2-8 hours, and demigods in 3-12 hours. Valkyries and other servant creatures *can* be destroyed, however.

Dispel magic — See cleric spell.

Distance distortion — (P); no earth elemental can be summoned (see *conjure elemental*).

Draumij’s instant summons — Note transplanar distances over which items must be *summoned* (see *contact other plane*).

Duo-dimension — Only works on the first plane of Gladshheim, since contact with the Astral Plane is required.

Enchant an item — Items *enchanted* on an outer plane will be altered in effect when taken to various other planes; see the section below on magic item alterations.

Enchanted weapon — See *enchant an item*.

Explosive runes — Any deity or demigod with at least average intelligence and any magic-user ability will immediately know these *runes* for what they are, without detonating them.

ESP — Anyone attempting ESP targeted on a deity or demigod will be overwhelmed by the force of the god’s personality, and must immediately save vs. will-force spells (wisdom bonuses apply) or be affected as if by a *symbol of persuasion*, as per the cleric spell. This effect lasts 1-20 turns. Even if the spellcaster saves, he will understand none of the deity’s thoughts.

Fear- (C), (I)

Feather fall — If cast at a magic weapon hurled or fired by a deity (such as Thor’s hammer Mjolnir), the item saves as if against *disintegrate* to see if its mass is reduced by the spell.

Feeblemind — (C)

Feign death — (N)

Find familiar — This spell, if it works, will only be answered for chaotic neutral and chaotic good mages. The spell will be answered by a baltir (see DRAGON® Magazine #86) or a pseudo-dragon.

Fire charm — (C); see druid spell *charm person or mammal*.

Fly — See cleric spell *wind walk*.

Forget — (C)

Friends — (C)

Fumble — (C)

Gate — See cleric spell.

Geas — (C)

Guards and wards — Note separate effects for spells such as *suggestion*.

Hallucinatory terrain — (I)

Haste — Deities, demigods, and their servants will not age if this spell is cast upon them.

Hold monster — (C)

Hold person — (C); see druid spell *charm person or mammal*.

Hold portal — A deity or demigod will automatically negate this spell’s effect by touch.

Identify — Only very vague information will be given if this spell is used on an artifact or major weapon or device used by a deity, such as Odin’s bow or rune wand.

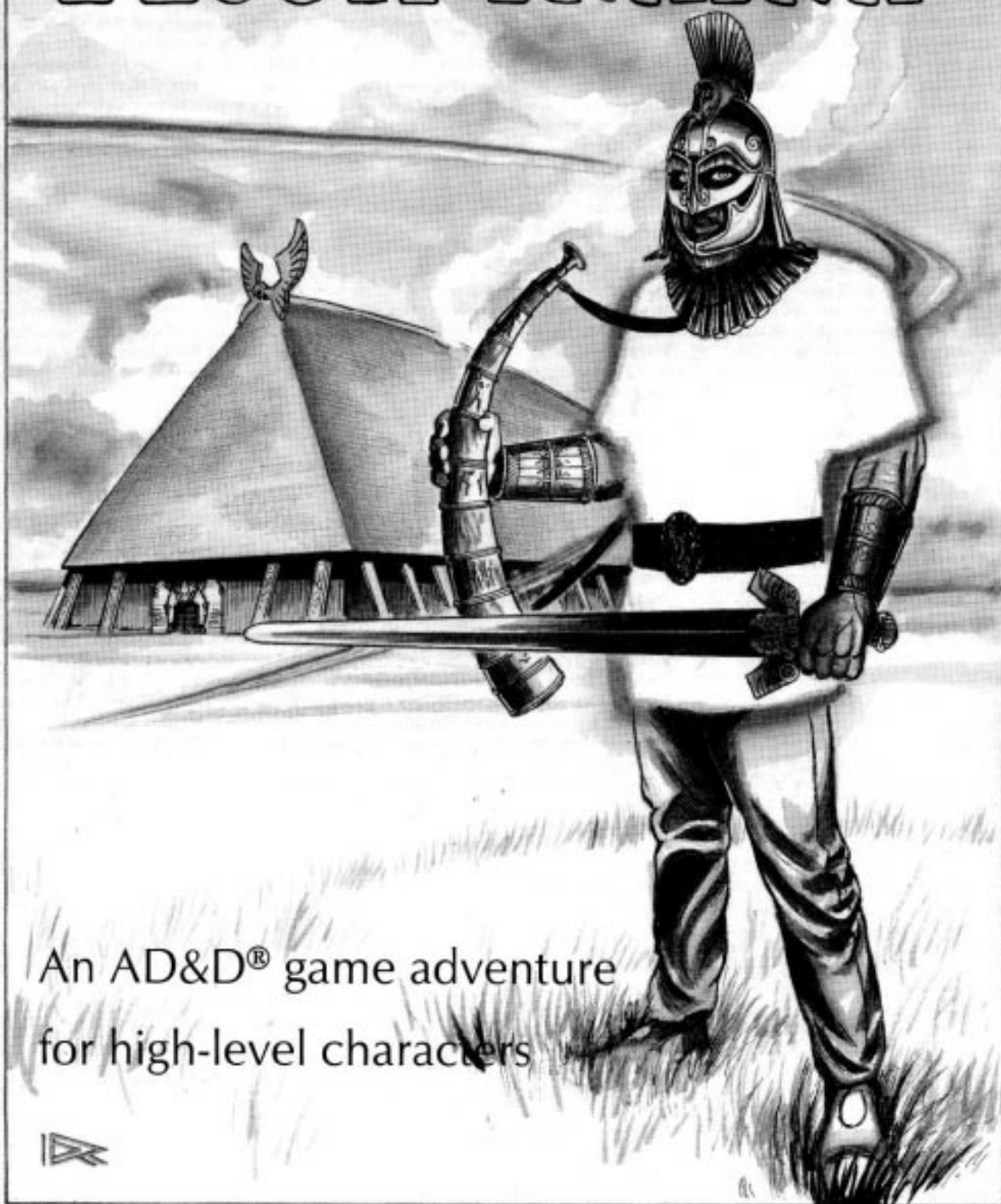
Imprisonment/freedom — The former spell has no effect, but *freedom* will instantly summon 1-100 warrior spirits (Einheriar) in the flesh if the spell is cast in Asgard or related environs. The warriors will be generally distributed as per the table given in the cleric spell *raise dead*. The Einheriar will *not* be under the spellcaster’s control, and will move off, seeking combat with evil or disliked beings (possibly including the player characters).

Invisibility (all) — (I); note the chances for detecting invisible beings based on intelligence and hit dice/level, in the DMG on p. 60; this applies to *all* beings on Gladshheim.

Invisible stalker — (P); no contact can be made with the Elemental Plane of Air.

(Continued on page 54)

Aesirhamar



An AD&D® game adventure
for high-level characters



Aesirhamar

Designed by Roger E. Moore

Running a high-level AD&D® game campaign involving deities and demigods is a very tricky business. In low-level and medium-level campaigns, deities are best kept out of sight. They would rarely have any interest in “average” adventurers, and the campaign has lots of other things to keep characters busy. At levels of play from 9th on up, it is more likely that player characters may legitimately meet and deal with deities and demigods, carrying out their missions and winning favors from them.

Who or what will high-level characters fight when they go on such missions? Having characters duke it out with the gods themselves is not a solution. If the gods are properly and carefully played, and if the DM hasn't been handing out artifacts and levels to characters left and right, then fighting a god is just an easy way to die. However, there are beings around who can give even gods headaches. What if the gods want their higher-level followers to deal with such beings for a while, to give the gods a rest?

It goes without saying that running a high-level adventure that involves both the Outer Planes and the deities upon them will be a lot of work. But it can, if properly done, provide hours of entertainment for everyone, and give powerful player characters a chance to match their skills against the best — and the most dangerous — of all opponents in the AD&D game system.

The following adventure includes most of the information that the referee will need, but in some places the DM will have to insert material of his own. These “openings” were left because of our space limitations, and also to give the DM a chance to take a larger hand in working out the adventure. Many DMs feel that prepared modules lead them by the hand too much; certainly a DM should be given the opportunity to flesh out an adventure as he likes.

The specific details about encounters in this adventure are also left up to the referee to develop, giving the DM a chance to inject his own conception of how the inhabitants of Gladsheim act. The basic framework for an adventure is given here; what the DM provides are the details and trimmings that personalize the adventure for his campaign.

Background for the DM

The story begins with a mountain giant named Hargnar Left-Hand, who carries a grudge and a streak of evil in his chaotic mind. Mighty even for a giant, Hargnar

was feared by his fellows for his savagery and strength. He said little to anyone, but was fond of quoting an old giant proverb on revenge: “Two eyes for an eye, with a rock through the head as well.”

Hargnar lived in a rocky cavern near the edge of Jotunheim's mountains. For years only his six brothers visited him; he would abide no other company but them and his assortment of troll servants and helpers. The less he saw of the outside world, the happier he was (and the happier the world was, too).

Because they caused a great deal of trouble in Asgard, Hargnar's six brothers were slain by Thor in a mighty battle a year ago. Hargnar heard the news from a passing frost giant and promptly killed the messenger, then went back into his cave to brood and beat his servants. For months no one heard or saw anything of Hargnar, and many giants came to think that he had died. Finally, after almost a year of thinking about how to get revenge on Thor, Hargnar came up with a good idea.

Hargnar searched the mountains until he found a magic-using dwarf, who was on a personal mission from Midgard. He carried the protesting and frightened dwarf, named Brokkir, back to his cave and made him an offer the dwarf could not refuse. The giant said that if Brokkir could make a weapon for him that was as powerful as Mjolnir, Thor's hammer, Hargnar would reward him with a shipload of gold and silver — and would give him Thor's mansion, Bilskirnir, for his own.

It didn't take the dwarf but a moment to figure out what Hargnar intended to do with the weapon; the reward — plus his fear of Hargnar's rage — helped him to overcome any reluctance he had about undertaking the project. With the bargain made, the dwarf hurried out of the cave, pleased to have survived the encounter. (He had not had time to get his spells ready before Hargnar caught him.)

Brokkir finished his business with another giant (whom he had come to see in the first place) and left Jotunheim, crossing the river Iving by ferry and setting off for Bifrost. He was allowed to pass by Heimdall, and descended the Rainbow Bridge into Midgard and his home caves. There he discussed Hargnar's offer with his brother Dwalin, and the two set about preparing the weapon that they named *Aesirhamar*.

It took both dwarves only a month to complete their work. Their forge ran night and day almost without a break, and their

hammers rang against their anvils for hours. The brothers cast spell after spell into the metal, working it into shape and filling it with power. Brokkir wanted nothing more than to have a god's mansion for his own; he cared little for the ship's load of gold Hargnar also offered. Unfortunately, Dwalin felt the same way — he also wanted nothing more than to have Bilskirnir for himself, and silently drew up plans against his brother even while they were working together.

When the *Aesirhamar* was completed, Brokkir caused it to shrink (see the section on the hammer's powers near the end of this text), then wrapped it up in leather and furs. He left the hammer in the care of his brother and went to see some acquaintances. While Brokkir was gone, Dwalin uncovered the hammer and pronounced a curse over the weapon: Any non-dwarf who touched it would slay the first dwarf he saw thereafter, either using the hammer itself or another weapon — but the second dwarf the wielder saw would be greatly rewarded. Dwalin then made plans to follow his brother back to Jotunheim while *invisible*, so he would be present when the giant seized the hammer and smashed his brother. Then Hargnar would reward Dwalin when he abandoned his *invisibility* and appeared before the giant's eyes.

While Dwalin was away packing his bags, Brokkir returned and unwrapped the hammer himself while he thought about problems that could crop up. What if Hargnar had lied and really intended to keep Bilskirnir for himself? What if the giant was planning to dispose of the dwarf when he got his hands on *Aesirhamar*? And to make matters worse, Brokkir didn't completely trust Dwalin; ever since Brokkir had mentioned that the god's hall would be part of the reward, his brother had started acting quite cool toward him. Brokkir decided that Dwalin might be planning to follow him into Jotunheim while *invisible* or otherwise hidden from view, and bring about Brokkir's death so he could steal the reward for himself.

Well, that problem could be fixed easily enough. Brokkir cast a final enchantment over *Aesirhamar*, so that any non-dwarf who grasped it would greatly reward the first dwarf he saw, but would have an undying hatred for the second dwarf he saw and would kill that dwarf at once.

This done, Brokkir took the hammer (still in reduced size) and set off for the place where Bifrost regularly appeared on his

world. He waited only a short time before the Rainbow Bridge appeared, and he made his way to Gladsheim. Behind him, silent and unseen, crept Dwalin.

Everything would have gone as planned except that Heimdall, sensitive to the moods of those who passed by him, noticed that Brokkir was much more secretive than he should have been, a sign that he was up to something. Brokkir also seemed to be somewhat afraid of Heimdall for no particular reason, as if he'd committed a crime of some sort. Then, of course, there was the *invisible* dwarf following Brokkir that Heimdall noticed immediately.

Heimdall, curious but wishing to avoid angering the dwarf unnecessarily, sent one of his valkyries to investigate the dwarfs home cavern and see what he might be up to. If nothing else, it would be an amusing tale to tell the other Aesir later. The valkyrie returned the next day with bad news: The dwarfs cave was littered with materials used to build a major weapon, possibly equal to those of the gods. And, as Heimdall already knew, Brokkir was headed for Jotunheim.

Heimdall immediately took this news to the other Aesir gods. Thor was away fighting giants in a remote part of Jotunheim and could not be found, and Odin was on one of his long journeys through the Prime Material Plane in disguise. None of the other gods were able to locate the dwarf or his *invisible* companion with their divination powers; they deduced that the dwarves were probably using *mind blank* spells to hide themselves. Only Odin could have found the dwarves by using Hlidskialf, his All-Seeing Throne, and Odin wasn't available. So, the gods tried to reason out what was happening.

It was logical that if Brokkir was delivering a weapon to the giants, the weapon would most likely be used against the Aesir, probably Thor himself. The Aesir were not cowardly, but they were very cautious. Dwarves from Midgard could make incredibly powerful weapons; Mjolnir itself was constructed by dwarves, as was Odin's spear, Gungnir. Any weapon a dwarf would make for a giant would be equally powerful, and might be capable of slaying a god — an eventuality to be avoided at all costs.

Uller suggested a solution. Some powerful mortals would have to be summoned to Asgard and given a quest to recover the weapon that Brokkir possessed before it fell into the hands of the giants. If possible, Brokkir should be questioned, the dwarf following him should be found and questioned, and, if either was guilty of plotting against the Aesir, they should be returned to Asgard for punishment.

The other gods agreed. All that was left was the selection of adventurers to take up the quest. They made their decisions quickly.

Characters

The optimum number of player characters for this adventure would be 3 or 4; all of them should be of 9th level or higher. At least some of the characters who go on this

mission should be worshipers of Norse gods. It is strongly recommended that at least one of the characters on the mission be a cleric of a good or neutral Norse deity so that the party may have the benefit of healing spells after engaging in combat on Gladsheim. None of the adventurers can be evil.

If no helpful clerics exist, the DM may use the character given below as an NPC to accompany the party. It would be assumed that the Norse gods commanded the cleric to go with the characters and support them with healing spells and advice. The DM could also let a player run the cleric as a character, if someone in the playing group has no character of sufficiently high level. If this is done, the character's name and sex may be altered as desired.

Spell selection for the cleric and further details of the character are left up to the DM or anyone running the character. Note that the power of some of the character's magic items will change when the character reaches Gladsheim (as per the accompanying article on that plane of existence).

Hreidmar the Hunter

12th-level cleric/7th-level fighter

HP: 68 MV: 12" in armor

Str: 15 Int: 14 Wis: 17

Dex: 15 Con: 12 Cha: 13

Alignment: Chaotic neutral

Deity: Uller

Race: Human

Sex: Male

Possessions: +2 *longbow*, +3 *chainmail*, +4 *sword (defender)*, two scrolls with 4 spells each (DM's choice), *girdle of hill giant strength*, a *necklace of prayer beads* (none capable of *summoning*), and an assortment of non-magical equipment, as the DM chooses. Hreidmar has 30 gp and 20 sp on his person, and a pouch on a leather thong under his armor containing 35 assorted gems (roll values randomly).

While no upper limit is given for characters who can participate in this adventure, a good rule of thumb would be to disallow characters of higher than the 20th level of ability. In game terms, these characters are generally too powerful to deal with comfortably in almost any prepackaged scenario. The selection of magic items the characters bring along should not be so extensive as to overshadow the powers of the gods themselves. Of course, the spell and magical alterations of Gladsheim may take care of any possible problems in having an overpowered group, but the referee should also make sure the group isn't underpowered, either. This is a matter the DM will have to arbitrate personally, to make sure the adventure isn't beyond the group's capabilities.

Two interesting possibilities remain for getting characters together for this adventure. One of them is to have one of the players role-play a valkyrie, as detailed in the DEITIES & DEMIGODS™ Cyclopedia. This should only be done if the rest of the characters in a group are roughly equal in power to the valkyrie. The valkyrie should not be allowed to use any magical items or

weapons, though she may ride her pegasus if the rest of the group has mounts — and it is highly recommended, if not imperative, that characters bring along light horses for the long journey from Heimdall's hall to the mountains of Jotunheim.

The second option is for the DM to allow player characters who worshiped a Norse god and were slain in a previous adventure to become Einheriar, and thus join the "living" adventurers for a brief period of time. This is a nice way of bringing back a favored character for one last mission. As an Einheriar, a character becomes immune to all *fear* spells or effects. Initially, he is given only leather armor, a shield, and a broadsword, as well as the usual items of clothing (boots, belts, etc.). All items the character previously owned as an adventurer are lost. Though the gods will not give the character anything more, other characters may help equip the Einheriar character with more powerful weapons and armor. If an Einheriar character is slain during the adventure anywhere in Gladsheim, his body will disappear in 1-4 turns (unless he is promptly *raised* or *resurrected*), and the warrior will be "reborn" 12 hours later in the hall of Valhalla.

These last two options are suggested for use only if the playing group lacks enough powerful player characters to take up this mission. "Live" player characters are preferred. Valkyrie and Einheriar characters gain no experience points for this adventure and must return to Valhalla to resume their normal duties when the adventure ends.

Starting the adventure

Player characters will be contacted by servants of the Norse deities in a variety of ways. Each will only be contacted once; if the character refuses to go on the adventure, then another character will be selected and contacted. Strong (but not totally exclusive) preference will be given to characters who worship good or neutral Norse gods.

The DM may have the characters receive dreams, telepathic messages, strange scrolls delivered by unknown couriers, or similar communications. In all cases, the messages will be alike. The character is asked (or commanded, if he is a worshiper of a Norse deity) to make his way to a certain location as quickly as possible. The message will imply that an adventure awaits, but will say nothing about what the mission concerns. The location given will be in a relatively secluded place outdoors.

Once all the involved characters reach a particular location, they will see a rainbow form in the sky and extend from a high, misty cloud down to a point on the ground nearby. The rainbow is Bifrost (see the geographic glossary in the accompanying article on Gladsheim). If necessary, it will switch from one location on the Prime Material Plane to another to pick up player characters from different places. Such a switch takes only a few turns. Bifrost's movements are commanded by the god Heimdall. Characters will be expected to



approach the rainbow and climb it (which can be done without ropes or other climbing gear) while leading their horses. The rainbow will not wait for longer than three turns once a character reaches the base of it before it begins to rise into the sky again.

Once all of those involved in a single "pickup" have climbed Bifrost and reached the misty cloud at the end of the Rainbow Bridge, the cloud will part before the characters to reveal a tall man standing on the bridge 60 feet away, a longsword in one hand and a curved horn at his side. The man appears to shine with a white light that makes it difficult to look directly at him, and he inspires extreme awe in all who see him (causing characters of 8th level and below to be stunned into immobility). This figure is the god Heimdall. He will sound his horn before he greets adventurers, then ask each his business. Heimdall is wise enough to detect any lies or alterations of the truth. Though he has a solemn demeanor, he will not be unfriendly. Once each adventurer states his business, he is escorted by Heimdall to his immense lodge, Himinbjorg, next to the Bridge's exit. All characters involved in the adventure will be gathered here within three hours from the time of the first pickup.

The adventurers will be well treated in the great hall and will be given food and drink if necessary. Heimdall will tell the adventurers what little the gods know of the dwarf Brokkir and his possible plans. The group is to track down Brokkir, who has already left Asgard for Jotunheim, and find what item it was that he made, what it is to be used for, and where it is to be delivered. If the adventurers find out that Brokkir was intending to give the item to a giant and that it is meant to be used against the gods, then the group must bring Brokkir and the item back to Heimdall's hall. The group is also instructed to contact and question the dwarf who is following Brokkir, and bring him back as well if he has any connection in the matter at hand. Finally, the adventurers

must find out the identity of the giant for whom the item is intended (assuming the gods' suspicions are correct), locate the giant, and slay him if possible.

The adventurers will be sent on their quest within an hour after they all reach Himinbjorg. Valkyrie and Einheriar PCs (if any are used) will join the group during their stay in Heimdall's hall. No time limit is given to complete the mission, but speed is obviously of the essence. Heimdall and his servant valkyries will not offer the group any magic items or treasure to take along on the quest, though they will give over any non-magical items requested, within reason. The DM should make some notes about Heimdall's spell lists before this encounter occurs, and may assume that Heimdall has access to some psionic disciplines as well.

If the adventurers appear very reluctant to go on the quest, Heimdall will simply *geas* them and send them on their way. If the *geas* spells fail to take effect (Heimdall can tell if they did or not), and if the group appears especially afraid of going on the adventure, then he will angrily send them out of his hall and off down the Rainbow Bridge. None of the reluctant group members will be allowed into Asgard again thereafter, if Heimdall can help it. Any clerics in the group who worship Norse gods will lose all spell abilities over 2nd level for one month as punishment for their cowardice, and must go on a *quest* of the DM's choosing thereafter.

One thing that the group will not be given is complete information on the effects that the environment of Gladsheim has upon spells and magic items. Unless he is asked about this, Heimdall will not mention it at all, since he doesn't believe in giving mortals too much help. If he is asked, Heimdall will answer only briefly, telling the characters that no contact can be made with most other planes outside Gladsheim and that many spells which affect a "natural" environment will not work here.

Heimdall is not in the mood for joking or

receiving abuse from adventurers; he is very concerned about the fate of the Aesir and may seem a little touchy. Though he is a god, Heimdall (and nearly all other Aesir and Vanir deities) are also very human in their personalities.

Heimdall will not harm the party as long as they do not try to harm him. Anyone who insults Heimdall in his hall will not be attacked, since it is bad manners for Heimdall to harm a guest. But Heimdall will ask the offending character to leave and will have nothing to do with the character thereafter unless he performs a great sacrifice or tribute (DM's option as to what). If Heimdall is insulted outside of his hall, the deity will *curse* the offending character to always be surprised in combat and to never be able to surprise anyone under any circumstances. Only divine intervention will remove this curse.

Any character who is slain during this adventure and whose body cannot be recovered will be *raised* in Valhalla one day after the death occurs. The character must be of 4th level or higher and must worship an Aesir or Vanir deity (excluding Loki and Hel). Such a *raised* character will have become an Einheriar and will generally not be available for further adventuring as a player character.

The route to Jotunheim

Players may be given a copy of the map on p. 55, which shows the general layout of Asgard and Jotunheim. Heimdall will direct the characters to the ferry on the river Iving as the best way to cross the channel, but can give them no help once they reach "Giant Land." He suggests that the characters search the mountains and try to question those they see as to the whereabouts of Brokkir and his invisible companion.

The encounter table given in the accompanying article on Gladsheim may be used to determine what sorts of beings may be met on the way to Jotunheim. Some specific examples of encounters might include

Einheriar on patrol, hunting for giants who might be coming toward Asgard; a small flight of valkyries on pegasi, who will question the party only if they appear suspicious (i.e., if there is a giant or someone who looks like a giant among them); and various sorts of deer, giant stags, goats, wild horses, and wolves (which will attack only 20% of the time). Specific encounters may be selected that enhance the tension and excitement of the adventure, to keep characters on their toes.

The river Iving

The characters will eventually reach the river Iving if they head toward Jotunheim. The Iving is a slow-running and shallow river that has a special magical property — it will never freeze. (See the companion article on adventuring in Asgard for details.) The river is some 250 yards wide and about 10 yards deep in the middle. The river has an assortment of fishes and other river life in it, but rarely has any true monsters lurking beneath its surface.

The characters will notice a collection of foot and hoof tracks leading along the bank parallel to the river. These tracks were made by giants, horses, and men following the river's edge to the place where the ferry is located. The ferry is an enormous log raft, 90 feet square, manned by two giants, Thaungalyr and Mumar. Thaungalyr is a frost giant (CN, AC 4, MV 12", HD 10+4, hp 63, #AT 1, D 4-24 or special) who carries a 6' long club on his belt and a 30' pole with which to move the raft. Mumar is a mountain giant (CN, AC 4, MV 12", HD 12, hp 77, #AT 1, D 4-40 or special) who carries only another 30' wooden pole. Both giants appear well-dressed, wearing close-fitting suits of leather and furs. When the group reaches the ferry site, the giants will be 49% likely to be on either the near or far shore, and 2% likely to be in the process of poling a giant, god, or group of humans across the river.

Both of the ferry operators are reserved and distant; they will say little to anyone aside from stating the fee for crossing (50 gp per person). They have transported hundreds of beings across the Iving, and they care nothing for their passengers' alignments, intentions, or races. When paid, the giants will pocket the money (each has a *bag of holding* of largest size) and proceed to ferry the customers across. The ferry takes five minutes to cross from one side to the other.

If they are attacked, the giants will wade out into the water to waist height (for them), standing some 20' from shore, and will attack with their poles. If hard pressed, the giants will use their spell powers; Thaungalyr is an 11th-level magic-user and Mumar is a 13th-level illusionist. (See the notes on giants in Jotunheim, in the encounters section of the Gladsheim article.) Both giants are fully aware of how spells work in Gladsheim, and will choose and cast their spells for maximum effect. (The DM should select spells for the two giants

carefully, taking the special nature of the plane into consideration.) The giants will have all necessary material components for their spells.

If the river crossing is made, the giants will allow the passengers to leave and will not bother them. They will fail to answer any questions about a dwarf who took passage with them, answering only with shrugs and stares, unless each is paid a bribe worth at least 500 gp. Then they will point across the great desert of Jotunheim toward the mountains, one of them will utter the name "Smoke-top," and then they will turn away from the group. Nothing further may be learned from them.

The desert

Rangers and barbarians may attempt to use their tracking skills to follow the paths of the two dwarves; any characters with forester or hunter skills may also try to track the dwarves, with a base chance for success of 30%. If tracks are located, the two separate sets of dwarven footprints may be followed out to a point halfway across the desert. There the tracks cease, blown away by the wind and lost. They were heading in the direction of a group of mountain peaks, but the tracks do not point directly to any particular peak.

Divination spells will not be able to locate either of the dwarves, because both are using *mind blank* spells to prevent their detection by the Aesir. However, divination spells *can* be used to reveal the route the dwarves are taking.

Jotunheim's desert is a barren wasteland best crossed by horseback. It is not hot but is very dry, magically so. The desert air itself drains moisture from those who dare cross it. No life inhabits the desert, which stretches along the banks of the river Iving for as far as the eye can see. Though the mountains initially appear to be close, only perhaps an hour's walk away, this is a mirage. The mountain range is actually 100 miles away at the closest point to the river.

Exhaustion should be considered on any trip across the desert on foot. If water is not at hand, the travelers will start to experience great thirst and tiredness after six hours of walking (one hour of hiking while lightly encumbered will cover about 5 miles). For every turn thereafter, each affected character will lose one hit point from dehydration and exhaustion. Rest will forestall the loss of hit points, but not enable the character to regain them. The loss of hit points will resume immediately after the march begins again. Characters may carry other exhausted characters to let them rest.

Any *cure* spell will restore lost hit points, as will a *potion of healing* or similar magic. If a character drinks a quart of water every two hours (one waterskin holds one quart), the loss of hit points can be completely prevented during those two hours. Any hit points lost up to the time the character drinks will not be restored by drinking alone. Rest (after leaving the desert) or magical curative spells will help.

There is only a 5% chance per journey across the desert of an individual or group meeting any other travelers. No animals will dare cross the desert unless goaded into it. Any encounter (only one is possible) will either be with a single deity (who will be unaffected by the desert's moisture-draining power), a giant, or another adventuring group (mounted on light horses). Encountered beings might seek the party's water and food more than their treasure. Note that it is possible for some "men" encountered in Gladsheim to be wandering slaadi from Limbo or similar extra-planar monsters that are *polymorphed*.

The mountains

As characters approach the immense wall of mountains at the desert's edge, they will notice that one of the mountains appears to be a volcano. Steam and smoke drift away from the open summit, and occasionally rumbling sounds may be heard from deep within the mountain. The DM may play up these events, but there is no danger of the volcano erupting during the adventure. The characters may put two and two together and decide that the volcano is the place they should be heading for, especially if they got the information from the giants about "Smoke-top." If the adventurers did not bribe the giants and do not seem inclined to head toward the volcano on their own, the DM should make every effort to guide them in that direction, perhaps by planting an additional clue for them to discover (such as a map that Brokkir dropped or discarded en route).

The mountains of Jotunheim are ragged, mighty, and cold. Little vegetation can be found among the gray rocks and debris that line the bare slopes. It will become obvious to almost any adventurer that a pass must be found in order to safely enter the mountains. Fortunately, this is not difficult. The movement rate through the mountain trails near Smoke-top while lightly encumbered, whether on foot or mounted, is about 3 miles per hour, which translates into a movement rate of 9" (90 yards) per round. This rate should be reduced accordingly for characters or horses which are more than lightly encumbered.

Numerous giant footprints may be found along the base of the mountains, running parallel to the border with the desert in a huge footpath. At whatever point the characters reach the mountains, they will encounter the footpath and may follow it to one of the four passes in this region of the mountain range. A description of this area of Jotunheim follows, keyed to the map on p. 49.

The party will arrive at the Smoke-top giant community only two days after Brokkir and Dwalin got there. By this time, Brokkir has already given the *Aesirhamar* to Hargnar — and the "random curse" on the weapon has already taken effect. (See the description of *Aesirhamar* at the end of this text.) Hargnar immediately slew Brokkir with one blow of the hammer; Dwalin

dispelled his *invisibility* and came forward to lay claim to the promised reward of Thor's estate and the gold, but Hargnar attacked and wounded him as well. Terrified of the weapon's power in the hands of an apparently insane giant, Dwalin has gone into hiding, hoping to find a friendly party to help him escape from the giants (see the section on encounters below).

The four passes leading into the Smoke-top giant community are described briefly hereafter. The encounter areas are detailed enough to allow for easy running in an adventure, but specific details such as treasures, cave layouts, and so forth have been left to the individual DM to flesh out as desired.

A) The Pass of the Serpent — This pass is in the form of a giant staircase that winds up into the mountains. Each step is roughly 2 feet high, which will slow a party down enormously when adventurers attempt to climb the stairway. No guards appear to be about, though a huge snakelike rune is engraved on a cliff face by the bottom of the stairs.

One hundred feet up the staircase is a cavern of which the entrance is covered by a *permanent illusion* to make it appear to be part of the rocky cliff sides. Inside the relatively short tunnel system sleeps a large, snakelike dragon known as a fire wyrm (AC -1, MV 6", HD 10, hp 70, #AT 1, D 8-32, breath weapon 2x per day). Fire wyrms are not uncommon in Jotunheim and sometimes can be bribed or forced into serving as guardians. A fire wyrm looks very much like a huge, orange-red serpent up to 40' long, with a head similar to that of a red dragon. Fire wyrms are of average intelligence and use no spells, but are chaotic evil and vicious in nature. Twice per day a fire wyrm can breathe out a cone of fire with the same dimensions as a red dragon's breath weapon, doing as many hit points of damage as the fire wyrm has at full strength. If it doesn't use its breath weapon, a fire wyrm will bite for 8-32 points of damage.

The fire wyrm here will awaken at the approach of any metal-armored or noisy characters. Elves and halflings who wear no metal armor, and thieves who successfully move silently past the entrance (if the entrance was detected), will not awaken the wyrm. Otherwise the wyrm, who sleeps with its head very close to the entrance of the cave, will lift its head and see if those who pass by leave it an offering of treasure (at least 100 gp per character) to ensure their safe passage.

If the group walks past the entrance and disturbs the wyrm (whether or not the entrance was detected), the creature will become enraged and attack, breathing fire twice on the group and attacking all survivors with its bite. If the creature is slain, its cave may be searched for treasure (wyrms have treasure type H in their lairs).

B) The Pass of Trophies — A broad avenue that slopes up into one of the main

giant communities in this area, the Pass of Trophies contains numerous gruesome mementos from past battles that the giants have fought with other residents of Jotunheim. Several dragon skulls, armored human skeletons, weapons and skulls of other giants, and items from other large monsters are carefully set to the sides of this passageway for all who come here to admire and take warning from.

The pass is guarded by four bored frost giants who wear normal armor and have an ample supply of large boulders for throwing (AC 4, MV 12", HD 10+2, hp 51, 56, 58, 66, #AT 1, D 4-24, immune to cold, throw rocks out to 20" for 2-20 damage). Though they are bored, there is only 1 chance in 12 of surprising these giants if an approach is made from the desert, and they will spot man-sized opponents at a range of 140-340 yards ((4d6 x 10) + 100) if not surprised. They will hail all who approach and will throw boulders at anyone who fails to stop and be questioned at 100 yards distance.

If they are approached in a non-threatening manner, the giants will demand to know why they enter the pass. Telling them the truth about *Aesirhamar* will immediately invite attack, since these giants would dearly love to see a giant take on Thor and defeat him. The DM may decide whether or not any other excuses the group offers seem reasonable. If the giants are asked if they have seen a dwarf enter the pass recently, they will nod and describe him, but they have no idea where Brokkir was heading. None of the giants are aware that Brokkir was being followed; they know him as a powerful spellcaster who is generally left alone.

C) The Pass of Trolls — This pass begins as an old, huge lava tunnel that climbs along the side of Smoke-top the volcano and eventually emerges deep in the mountains. The tunnel is 40' wide and 30' high at the entrance, and remains roughly at those dimensions for its entire length (having been enlarged by generations of giants passing through it).

The tunnel has become the lair of a band of giant trolls (see the FIEND FOLIO® Tome), 11 in number. They are not particularly friendly with other types of giants and trolls in the area, but will not usually attack anyone if left alone or paid a good bribe.

The giant trolls (AC 4, MV 12", HD 8, hp 28, 29, 31, 32, 39, 41, 44, 44, 47, 52, 54, #AT 1, D 2-16, *regenerate* 2 hp/round, 10 hp from fire must be inflicted on them to slay them) permit no one to use the tunnel except themselves, regardless of treasure paid to them or threats made against them. The tunnel is filthy and littered with debris, bones (both giant and human), and their treasure (type C), which is scattered throughout the trash. Recovering the treasure will be time-consuming, taking at least a full day of searching. The tunnel has no interior lighting, and the giant trolls will attack anything that brings light into their lair.

D) The Pass of the Blue Giants — This pass is a narrow, 20-foot-wide path with solid rock walls rising up 50-80 feet on either side. The pass extends for 100 yards into the mountains before rising into the open within the range. The path is free of debris and appears to be well maintained and well used.

Out of view, on the top of one of the rock walls, is the stone and timber hall of a family of cloud giants (AL NE, AC 2, MV 15", HD 12+5, hp 21, 33, 52, 56, 61, 90, #AT 1, D 6-36, throw rocks out to 24" for 2-24 damage, *levitate* twice per day, surprised on a 1 on a d6) who control the pass and make sure only giants use it. Three of the giants are females (the first, third, and fifth ones from the list of hit points above); two are young (the first two from the list of hit points) and attack as hill giants. The two adult females attack as fire giants.

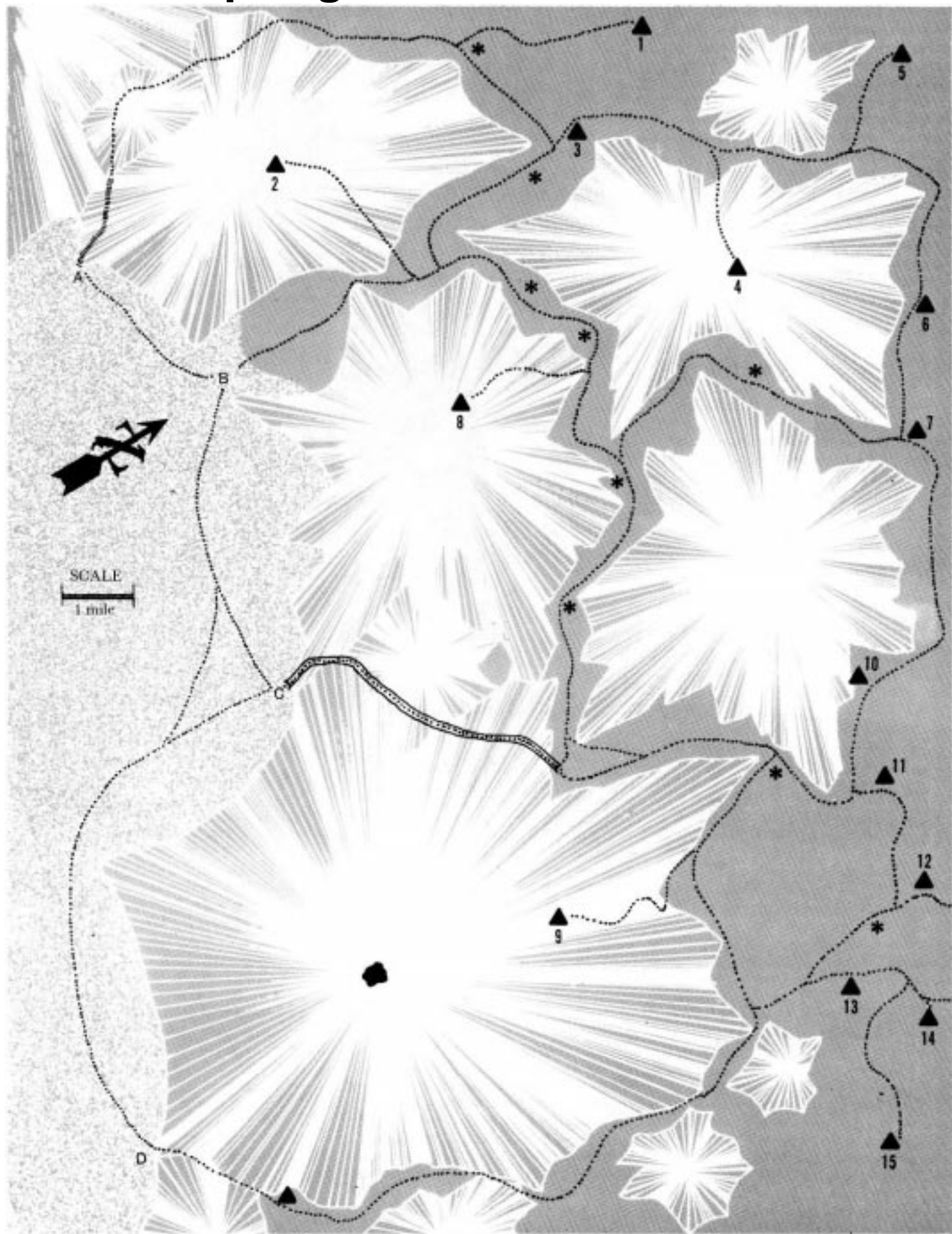
The cloud giant family is governed by Gariod the Destroyer, an ill-tempered giant who is all in favor of an immediate attack upon Asgard by all giants who can be gathered at a moment's notice. Patience and careful planning are not his strongest points, but his strength and size make up for his lack of foresight. Gariod is a medium-level spellcaster, having the abilities of a 7th-level illusionist.

Gariod usually defends his pass by sending one of the family members out to sit at the top of the pass with an *invisibility* spell upon him or her. If a non-giant is seen back and warn Gariod so that he can be ready to meet the intruder. The unwanted visitors are allowed to enter the pass and get as far as 30 yards inside the defile before Gariod, with the help of his family, hurls rocks and boulders down from above.

If the party makes a successfully surprise roll, they will hear noises from above as Gariod sends whispered orders to his family on how to attack the party. This allows only 1-4 rounds of warning before the attack begins, but this might be enough for the group to escape the trap in some manner. If the party is surprised, each of the six giants will hurl a rock before initiative is determined and the party can react. Escaping the pass will be difficult, because Gariod and his family will move along the sides and continue to hurl rocks down until the party flees out of reach of their missiles and back into the desert. However, Gariod will not bombard humans or similar small beings if they're in the company of one or more giants; he will assume (from his giant-superiority point of view) that the "little people" are captives or servants of the giant(s) they are accompanying.

Gariod's hall is exceptionally large, a one-story structure set in the center of a circular flat plain in the mountains. Numerous cattle are kept around the area to feed the giant clan, and Gariod often has to go hunting with his sons in order to kill more food in the mountains. Gariod is also quite rich and has treasure type A scattered throughout his hall.

Smoke-top region of Jotunheim



Encounters at Smoke-top

In the vicinity of Smoke-top are a number of inhabited caves, giant halls, and other lairs; the Smoke-top area is a huge, loosely structured community with no central government. The community came together because of the attraction of living next to a volcano. (Jotunheim giants enjoy the hot springs — frost giants less so than the others, however.)

Specific encounters within the Smoke-top area are given below; roll a d10 every 3 turns (30 minutes), with a 1 indicating that an encounter has taken place. Certain creatures will not be met again if slain; these are marked with an asterisk (*). If the same encounter is rolled after the creature in question has been slain, treat it as if no encounter occurred.

d20 roll Encounter

- 1* 1 ettin (from area 1) taking two dire wolves for a walk.
- 2-5 1-6 frost giants on patrol, each with two boulders.
- 6-7 1-4 mountain giants taking a stroll.
- 8* 1 fire giant (from area 9) taking a finished weapon, suit of armor, or helmet to another giant.
- 9-12 2-5 frost giant children (50%) or 1-3 mountain giant children (50%) at play, with sticks (clubs) and rocks.
- 13-14 2-5 hill giants (60%) or 1-3 stone giants (40%) on some sort of errand.
- 15 1-2 frost giant females carrying supplies to other giants.
- 16* Hargnar Left-Hand, searching for some dwarves to kill (see below).
- 17 2-7 ogres on a mission for their master.
- 18 1-4 trolls (50%) or 1 giant troll (50%), wandering through the area.
- 19 Wandering pets; 30% likely to be 1-4 dire wolves, 30% likely to be a giant lizard, 20% likely to be a brown bear, and 20% likely to be a lion.
- 20* Dwalin the dwarf (see below).

Hargnar appears to be searching for something, and is drawing a few curious stares from local giants as he wanders around the community. In his left hand he holds the weapon *Aesirhamar* in its giant-size form; before Brokkir gave the weapon to him, the dwarf foolishly explained how to use it, and Hargnar knows all of its powers. Hargnar will not respond to any questions and will only react if attacked or if he sees a dwarf. If he is attacked, other giants will immediately come to Hargnar's aid. (They don't like him, but they hate giant-killers even more.)

Hargnar's statistics are as follows: AC 1, MV 12", HD 16, hp 113, #AT 1, D special (using *Aesirhamar*). He is exceptionally large for a mountain giant, reaching a height of 16 feet and having a strength of 24



(equal to that of a storm giant). His armor class and saving throws are +3 from *Aesirhamar*'s powers. If somehow deprived of his weapon, he can hurl rocks as a mountain giant for 5-50 points damage.

Someone once tried to teach Hargnar how to cast spells, but was not very successful; he has an intelligence of 9 and was only able to become a 1st-level magic-user. He managed to learn the spells *read magic* and *magic missile*, and he carries *magic missile* as a stored spell (it's good against giant rats). He wears a suit of heavy furs and some giant-sized boots. Hargnar knows that a dwarf escaped him and is probably still around the Smoke-top area somewhere, and he wants to kill it before it escapes.

Aesirhamar has absorbed two 5th-level spells and one 7th-level spell from Dwalin, who tried to attack the giant when he himself was attacked. Hargnar plans to use the spell powers to attack anyone who attacks him, using the stored energy in the form of a single 17th-level *magic missile* spell. He

will direct this attack at the first dwarf he sees, or at anyone else who attacks him with spells.

Dwalin is a neutral evil 7th-level fighter/17th-level magic-user, who originally had 53 hp but now has only 15 left. He wears *bracers of AC 4*, a *cloak of protection +3*, and carries a *shortsword +2, giant slayer*; all of his items are enchanted to retain their powers on any plane. He is AC -1 and moves at 6". Dwalin has cast a second *invisibility* spell upon himself, his last one, and desperately wants to flee. Unfortunately, he doesn't dare start out across the desert without his *decanter of endless water*, which was broken when Hargnar attacked him. He is wearing *boots of speed* (as did Brokkir), which enabled him to make the long trip to Smoke-top on foot.

Dwalin's remaining spells are: *read magic* (x3), *comprehend languages* (x2), *web*, *wizard lock*, *detect invisibility*, *slow* (x2), *protection from normal missiles*, *suggestion* (x2), *minor globe of invulnerability*, *confu-*

sion (x2), wall of fire (x2), transmute rock to mud, and power word stun. He used some of his upper-level spells against Hargnar before he realized that the giant was absorbing them into Aesirhamar. He still has his *mind blank* spell in effect, and continually renews it for his own protection; the spell book he carries with him has only this spell within it.

If he sees a group of humans or other adventurers, Dwalin will get their attention without becoming visible and will ask that they help him escape. He will promise each character a total of 10,000 gp in gems and jewels if they will help him get safely back to Bifrost (but he won't keep his promise). He does not want the Aesirhamar near him and wishes for it to be left in Jotunheim forever. He will not admit that he knows anything at all about the Aesirhamar or its powers unless he can be successfully ESP'ed or charmed, in which case he will tell all (giving most of the details of the referee's background), but will blame everything on his brother Brokkir. He will claim to be a friend of the Aesir, but this is a lie; he would sell his own mother for gold, and, in fact, he once did just that.

The halls of Smoke-top

The major halls and lairs of the Smoke-top community are briefly described below. There are a number of smaller lairs and homes inhabited by minor giants (hill and stone), trolls, or ogres; these are marked on the map with asterisks (*) and may be detailed by referees as desired.

Because of space limitations, the halls and caves will be described in general detail only. The major inhabitants, treasure types, and other special features of the lairs are given; any special information that might be gained from questioning the inhabitants is also listed.

Note that magic items used by the giants were made on Gladsheim and will function normally there (losing their powers if brought to the other planes). However, some weakly magical or non-magical items in their treasure hoards might prove *very* magical on the Prime Material Plane, having been taken from adventurers from that locale.

Note that if a lot of noise is generated in the encounter with the giant Hargnar and his Aesirhamar, other giants will more than likely come to his aid with all of their weapons and resources, spreading the word throughout the giant community about the assault on one of their number.

1) Two-Heads Hall — Three ettins (hp 45, 53, 65) share a huge but poorly kept hall with eight dire wolf pets. The ettins know no magic, but one of them owns a *mattock of the titans* and hires himself out as a ditch-digger for the community. One of the ettins is a female (hp 53); the smallest one is her son. The ettins have treasure types C and Y buried beneath the floor of their hall. They hate humans, dwarves, and elves, and will answer no questions except from other

giant-types. They are not aware of Hargnar's strange behavior.

2) Winterland — An extended family of 14 frost giants inhabits a massive cave and hall complex. Five of the giants are young (hp 10, 13, 14, 17, 25), and the rest are adult females (hp 32, 33, 33, 38, 45) and adult males (40, 42, 47, 55). These giants are chaotic neutral or chaotic evil in alignment, but not necessarily unfriendly toward humans (if bribed). The giants have managed to get a brown bear (hp 32) "for the kids to play with." The mountaintop complex is chilly but tolerable to humans and other giants. The complex has treasure types B and C scattered within it and guarded by traps. The giants here have noticed that Hargnar the mountain giant has been acting very strangely since he got a new hammer, but no one knows what his problem is or what the hammer can do.

3) Great Stone Caverns — The former home of Hargnar's six mountain giant brothers, this cave complex is now used as a storage site by some of the other giants in the area. It has a number of crates and barrels of food, skins, and the like scattered throughout it, each marked with a rune to identify who owns it. A pair of frost giants (hp 54 and 60) guard the entrance and live here while they work. The larger of the two giants has noticed that Hargnar has a new weapon and that he mumbles to himself about "that dwarf." He thinks Hargnar has lost his mind from the loss of his brothers last year. Both giants dislike humans, but do not mind talking to dwarves. Each giant has treasure type Kx10, Lx10, and Mx10 on his person, but no other treasure.

4) Thunderpeak Hall — A family of seven mountain giants, all adults, live here. Three are females (hp 46, 49, 63) and the others are males (hp 44, 45, 59, 60). Though aware that Hargnar has been acting strangely, they assume he's practicing for a battle with Thor. (This was an informed guess on their part, based upon Hargnar's hatred of that deity and the sudden appearance of the hammer, which they assume was made to fight that god.) The giants will speak with no one but other giants and will attack humans and dwarves. They have treasure type E in their immense hall and have a huge brewing facility as well that makes superb (by giant standards only) beer.

5) Dragonskull Manor — Four mountain giants (hp 64, 67, 76, 81) live here and are regarded as heroes of the Smoke-top community. Three years ago a red dragon dropped down from the sky and tried to take over part of the region, intending to drive the giants away from the volcano. The four giants took up their weapons and fought the dragon until they killed it; the dragon's whitened skull sits on a block of stone at the cave's entrance.

The giants own several large magic weap-

ons, including a +1 *giant club*, +4 *vs. reptiles*, a *mail of the titans*, a +2 *giant shield*, and a *returning boulder*. The magic club applies the "to hit" modifiers to damage as well; mountain giants will do normal (4-40) points damage with it, plus magical bonuses. The shield lowers the armor class of the giant using it to AC 1. The *returning boulder* can be thrown once per round and will return after hitting a target to the thrower, who can catch it automatically. The boulder does 2-20 points damage and can only be used by beings at least 10' tall and having a strength of 20 or greater.

The four giants do not mind talking to humans or anyone else, but will give out little useful information unless they are bribed. They have heard that Hargnar is hunting for something, but assume he lost some coins. The giants have treasure type A in their well-kept manor cave.

6) Hargnar Left-Hand's Cave — The first thing someone will notice as he approaches this rather isolated cave is the body of a dwarf (Brokkir), sprawled out on the rocks in front of the entrance. The killing blow seems to have come from a large blunt weapon. Nothing useful will be found on the dwarf's body, which also seems to have been searched after being struck. There is evidence of another mighty blow having landed on some nearby rocks. A few smashed items, one shaped like a shattered vase or decanter, lie nearby.

The entrance to the cave is open. Within it, resting in the shadows, are 9 trolls, Hargnar's servants (hp 29, 34, 40, 42, 45, 47, 49, 52, 53). Hargnar is not home and has been roaming the Smoke-top community for a day now, searching for Dwalin. The trolls know nothing of what is happening, except that Hargnar is not home, which means that they can goof off. The trolls hate all other life except for Hargnar, and will attack and chase anyone out of the cave, even other giants. Treasure type C (no magic) is within the cave, as is Hargnar's simple spell book.

7) Smashfist Mountain Hall — The only inhabitant of Smashfist Mountain Hall is a frost giant sorcerer (hp 43). Though he appears smaller and weaker than other frost giants, Hergir the Mage is an accomplished spellcaster having the abilities of a 14th-level magic-user and a 12th-level illusionist. His hall is littered with sorcerous materials and experiments, though he has few magic items as such (DM's choice). His hall contains treasure type G.

Hergir is evil, but supports the giant community and makes magic items for some of the richer and more powerful giants. He will act in a friendly manner toward humans, but will attempt to capture them for his experiments. Dwarves he will not harm, because he feels they might make magic items for him in the future. Hergir has guessed that Hargnar's hammer is cursed, and is deciding whether to try to "uncurse" it or not.

8) Frost-Mist Cave — A family of five frost giants (hp 13, 20, 35, 49, 68) lives here with a pet white dragon (small young adult, hp 20). They have treasure type C, being rather poor for giants.

None of these giants knows anything about Hargnar's recent behavior, and all of them hate humans, dwarves, and all other smaller races (including ogres and trolls).

9) Smoke-top Hall — The only two fire giants in the vicinity live here in a lava cave in the side of the volcano. The giants (hp 66, 84) make a living creating giant-sized armor and weapons for customers, and are famed throughout this area of Jotunheim for the quality of their workmanship. The sorcerer giant at area 7, Hergir, is able to enchant some of their better pieces. The fire giants have treasure type E in their cavern hall.

The fire giants are lawful evil, an anomaly in the community (most of the locals regard the fire giants as "too darn strict, all work and no fun"). They are treated with respect, however. Both giants wear suits of +2 *giant chainmail* (AC 1) and use +2 *giant swords* (5-30 +2 hp damage). They will talk with humans, but they hate dwarves. The fire giants know that Hargnar has a new hammer, but are only concerned with figuring out where he got it, and do not care about his current behavior.

10) Jotunhalla ("Giant's Hall") — This immense aboveground hall is large enough to hold the entire giant community, making it a truly enormous structure. Currently it is unoccupied and unguarded. A huge bath built over a hot mineral spring is inside.

11) Temple of Thrym the Frost God — This temple hall is a large aboveground building dedicated to the frost giant god Thrym. The temple is occupied by a 7th-level frost giant shaman (hp 65) and his two 4th-level assistants (hp 44 and 49). The temple has numerous hides, furs, and items of jewelry scattered about it, and is well cared for. Treasure types H and Qx20 are within it.

In the temple's courtyard are two huge white dragons, one ancient (hp 56) and one old (hp 42); both use spells. The dragons will attack anyone who is not a frost giant and will obey the 7th-level shaman completely. The frost giants and dragons are unhelpful to the party; they are not concerned with Hargnar's behavior and they hate all who are not frost giants.

12) Leviathan Lands — A mixed group of giants inhabits this rambling old hall, making a living by herding cattle and selling them as food to other giants. The giants include two mountain giants (hp 67, 88), three frost giants (hp 45, 46, 48), a hill giant (hp 39) and twelve ogres (various hp). Between them, these giants have only treasure types O and P, with no magic or gems, and they are considered the "lower class" of the community.

The giants here know many rumors and generally do not mind sharing them with strangers, even humans and dwarves. However, nearly everything they know is wrong or so exaggerated as to be worthless. Hargnar is a popular topic of conversation at the moment.

13) Cloudy Ridge Hall — Two frost giants, a father and daughter (hp 61, 40), live here. The father is a run-of-the-mill giant, but his daughter is startlingly beautiful, even by human standards. Anyone seeing her will lose one round of action if viewing her within 120', being surprised and awed by her appearance. The daughter is chaotic neutral and bored with life in the community, and dreams that some handsome giant will come along and take her away to a nice, colder place.

The father has managed to save a treasure hoard of type D for his daughter's dowry, and he hopes that his daughter will find a rich young giant so that he can retire and live it up. Neither giant minds talking to humans or dwarves, but for some reason neither of them can stand elves. They are both aware that Hargnar is acting oddly, but then again, they feel he has always acted oddly and this is nothing new.

14) Gilli the Short's Cave — Gilli the Short is an unusually small storm giant who is only 15' tall, squat-looking and broadly built. However, he has normal storm giant strength and all the other normal powers of that race. Gilli is pleasant and friendly, but will not stand to see anyone attack another giant, and will summon all his might to stop such an occurrence. Gilli is handsome despite his height, and has pale violet skin. He will be reasonably helpful to anyone asking his help; he knows that Hargnar has a grudge against Thor and that he has also been acting strangely lately. Gilli has also seen an *invisible* being in the vicinity, about the size of a human or dwarf, and wonders if that person was responsible for Hargnar's behavior. He noticed the being because of his high intelligence and hit dice (as per the DMG, p. 60). He has treasure type E.

15) Abandoned Cave — This cave has partially collapsed and is not used by any giants. Seven giant spiders have made their lair within the cave, feeding upon some of the giant rats that roam the area. No treasure is present.

Aesirhamar

The superweapon made by Brokkir and Dwalin has an assortment of special powers that make it exceptionally dangerous to opponents. *Aesirhamar* is a huge mithril-steel warhammer, with a head four feet across and a handle six feet long. The entire hammer is elaborately carved with scenes of broken skulls among flowering ivy, and the handle is wrapped in the leathery hide of a type II demon, trimmed with mastodon fur. The massive weapon weighs 5000 gp.

Aesirhamar has a +4 magical bonus to hit

opponents, but can only be wielded by beings having a strength of at least 23 and a height of at least 12'. It can be used in melee combat or it can be hurled; if thrown, it will return to the thrower in the same round it was cast. However, because the hammer is somewhat unwieldy, it can only be swung at an opponent once per round, and it also requires one round to "wind up" for a throw.

Aesirhamar's damage and range as a thrown weapon depend upon the strength of the being using it. Those with a strength of 23 will do 12-36 (8d4 +4) points of damage with this weapon and can hurl it up to 180 yards. A +5 strength bonus "to hit" applies if such a user throws the hammer. Beings with a strength of 24 will do 14-44 (10d4 +4) points of damage and can cast the weapon up to 210 yards (with a +6 bonus "to hit"). For every point of strength over 24 that the hurler possesses (titans have a strength of 25, and certain gods can achieve greater strengths through magical powers), add another 2d4 to the hammer's damage, another +1 "to hit" when hurled, and another 30 yards to the range.

Aesirhamar has several other powers that add to its destructive abilities. It acts as a *rod of absorption*, able to contain up to 50 levels' worth of spells. It will absorb spells even when it is being used to attack; the user does not have to concentrate to activate the absorption power. However, the hammer cannot absorb spells while any of its stored-up magical power is being used.

Upon the utterance of a command word ("Vengeance!"), the hammer will glow with power for 3 rounds; if it strikes a target during this time, the victim suffers the effects of a *symbol of stunning*. Beings who normally have more than 160 hit points but who are currently at this total or below are subject to this effect. This *stunning* power may be used three times per day.

Aesirhamar also bestows a +3 bonus to the saving throws and armor class of the wielder, as per a *ring of protection*, +3. This bonus is cumulative with other magical protections.

Brokkir the dwarf added a special enchantment to the hammer so that it could be made to shrink down to the size of a regular warhammer (for ease of carrying). In this reduced size, the hammer still has its +4 "to hit" bonus, which will also apply to damage, but none of its other powers. A special command word ("Brokkir"), spoken while the hammer is touched, causes the shrinking power to function. The *Aesirhamar* returns to giant size when the word "Hargnar" is spoken while holding it. All of the hammer's powers are multiplanar in nature and will work anywhere.

Because of the conflicting enchantments put upon the weapon by Brokkir and his brother, any non-dwarf who touches the weapon will automatically become *cursed* (no saving throw) with a strange form of insanity. There is a 50% chance every time that a dwarf is encountered that the user of *Aesirhamar* will want to kill him; the user

will become *enraged*, gaining an additional +2 bonus “to hit” and on damage done. The attacks do not have to be made with *Aesirhamar* if it cannot be used by the affected figure. If the user doesn’t attack the dwarf, he will immediately give the dwarf everything he owns except the hammer, and will become his best friend and protector.

Note that either state (hatred or friendliness) will only last for 10 rounds in the presence of any one dwarf before the user’s opinion of the dwarf changes completely. In other words, if someone has been friendly with a dwarf for 10 rounds, he will attack the dwarf for the next 10 rounds; if the dwarf survives, then the user of *Aesirhamar* will become that dwarf’s best friend again, and so forth. This insanity will persist even after the character ceases to use *Aesirhamar*. Only a *wish* will remove this curse from a character.

Completing the adventure

If the group manages to bring *Aesirhamar* back to Heimdall’s hall or to another Aesir or Vanir deity, it will immediately be given any lodging, food, and medical attention it requires. Valkyries will assist if needed in serving the characters’ needs. Other gods will shortly arrive, summoned by messengers, and they will hold a conference to decide what to do with the weapon.

Though *Aesirhamar* is not quite as powerful a weapon as Mjolnir (Thor’s hammer); the gods will be quite pleased to have it out of the way. They will decide that the hammer is to be kept (untouched by the gods) until Thor returns, when he can crush the weapon with a few well-placed blows from Mjolnir.

If the party returns with *Aesirhamar*, the gods will grant one *wish* to each player character in the group. If Dwalin is brought back alive for further questioning, that act is worth another *wish* for each player character. (Dwalin will never be heard from again if he falls into the hands of the gods.) If Dwalin is returned dead (whether he was slain by the party or by someone else), the reward will be devalued to a *limited wish*; the same applies if *Aesirhamar* is destroyed instead of being brought back to Asgard. Any of these rewards can be taken by any player character at any time, immediately or in the future. Of course; the DM should moderate all requests for fulfillment of *wishes* or *limited wishes*, making sure that each request is reasonable and will not disrupt the balance of the campaign. All reasonable requests will be honored by the gods to the best of their abilities; unreasonable ones will be simply refused, and the character will be asked to make another request. If any character makes three requests that cannot be granted, the gods will withdraw that character’s reward.

If Dwalin is allowed to escape, or if *Aesirhamar* is left in the hands of the giants, the Aesir will become enraged and will immediately order the characters to return to Jotunheim and finish the mission without further delay. Refusal or inability to do so

will result in the characters’ expulsion from Gladsheim, and they will not be favorably regarded by the Aesir for the rest of their lives.

Any character who tried to take *Aesirhamar* for himself or tried to betray or harm his fellow adventurers with bad intentions will be turned out of Asgard and sent back to his home plane immediately, perhaps after being forced to pay a price demanded by the rest of the adventuring group for his treachery. The gods will enforce this penalty, but will not necessarily take action against the characters themselves, preferring to let them resolve most of their own difficulties.

If the characters wish to continue exploring Asgard and surrounding countries (and if the DM doesn’t mind), then the Aesir will not object. Heimdall will allow any characters who want to go back to the Prime Material Plane to do so, and will escort them to Bifrost after holding a feast in their honor.

The DM may elect to have aftershocks from this adventure come down in later adventures. The gods of the giants will probably hear about the adventurers’ strike into Jotunheim and may plot revenge against them for it. The Aesir might ask their worshipers who did well on the quest to go on other quests. The characters might decide to visit Midgard and see what this alternate world looks like. The campaign can expand in many ways using this adventure as a foundation.

Other adventures in Gladsheim

Many other adventures may be arranged that involve the gods of Asgard or require exploring the dangerous lands of Jotunheim. A careful reading of Norse mythology reveals that intrigue, rivalry, adventure, treachery, and danger were all too common among the gods and goddesses of Asgard and Vanaheim. Mortals could find themselves caught up in the quests for power, safety, riches, revenge, and knowledge that the deities were involved in. Even the most powerful gods are not all-powerful, and some things are better handled by third parties (as in the adventure above).

Some possible adventuring ideas that the DM might want to consider adding to his high-level campaign are described here.

An army of giants could be gathered upon a world in the Prime Material Plane, led by one or more giants from Jotunheim who possess special magical powers. The giants would be heavily armed and equipped, and their goal would be to conquer all local kingdoms and enslave or destroy all humans, demi-humans, and humanoids they encounter. This situation is very much like that given in the G-series modules written by E. Gary Gyga (collected in the TSR® module pack *Against the Giants*), only on an even larger scale. The ultimate goal of the adventurers would be to destroy the giant armies, capture or destroy the leaders, and track down those on Jotunheim who were “behind the scenes,” so to speak. Because Surtur, Thrym, and other

giant gods are fated to live until Ragnarok, the DM should avoid having them be slain by high-level characters. Their underlings, however, are not so “protected.”

The Aesir and Vanir gods often became enamored of beautiful female or handsome male humans, elves, or even giants, and were known to send messengers to these persons asking them to come to Gladsheim for a visit (perhaps to stay). It wouldn’t be too surprising for a high-level cleric, lighter, or other worshiper to be sent off on a quest to win the heart of a mortal for a deity—and it wouldn’t be unusual to find that the mortal has no intention of meeting that particular deity, or has many powerful allies who would not like to see such a meeting take place. The Aesir and Vanir, though they knew they would have to fight the giants in the end, still conducted business with giants and even intermarried with them at times.

A very complicated adventure could be created around Yggdrasil, the World Ash that stretches through the Astral Plane. A relatively minor demigod or powerful monster in astral space might be damaging the World Ash, and player characters might be ordered to stop the monster from causing serious and permanent damage.

In such an adventure, the characters would discover some of the unusual wildlife of astral space (see DRAGON® Magazines #67 and #89 for information on possible encounters there) and some of the strange wildlife that inhabits Yggdrasil itself. Among other things, four deer-like creatures raced among the branches of Yggdrasil, a giant eagle roosted within it, and an intelligent squirrel named Ratatosk scrambled up and down its length, carrying insults to the giant eagle from an evil dragon in Hades who chewed on the root there.

Finally, to add other religions to the fray, followers of another deity on the plane of Gladsheim might discover that some major relic of their god has been stolen. Evidence might indicate that one of the Norse gods was the thief (probably Loki, who stole it for himself, on a bet, or just to cause trouble). The other god might send high-level adventurers after the item, with additional instructions to destroy anyone or anything that gets in the way of the mission. Hopefully, then, Loki won’t be so tempted to pick up things that don’t belong to him, and the Aesir gods will put more restraint upon him to avoid starting a war between, pantheons.

If the wonders of Asgard and Vanaheim, the beauty of Alfheim, and the dangers of Jotunheim start to pale (not likely if they are handled carefully, but still possible), then the DM may expand Gladsheim and allow adventurers to visit the desert temple complex of Bast, the misty valleys and beautiful pagodas of Hachiman and Oh-Kuni-Nushi, and the immense Indian palaces and gardens of Karttikeya.

Gladsheim is the home of many gods and is filled with many sights. There is adventure enough there for many episodes of high-level campaigning.

Gladsheim

(From page 42)

Legend lore — Only the vaguest information will be given about beings, places, or things native to Gladsheim.

Leomund's secret chest — (P); contact with Ethereal Plane required.

Levitate — See cleric spell *wind walk*.

Limited wish — No *wish* -type spell will ever affect a deity or demigod on its home plane. If a *wish* would upset the balance of the game or directly affect a deity or demigod, the spell will fail, and the spellcaster will be attacked within 1-4 rounds by numerous supernatural servants of the gods (for example, 4-24 valkyries, heavily armed and armored). A *limited wish* will allow a being to leave Gladsheim for another plane, but will not summon any creature from another plane. Deities cannot be contacted by this spell, and servants such as valkyries are immune to this spell in Gladsheim.

Locate object — See cleric spell.

Magic jar — (C); a spellcaster's body has a 10% chance per turn of being taken over by the spirit of an Einheriar, if this spell is cast in Asgard or related environs. See cleric spell *raise dead* for details on Einheriar.

Magic mouth — One cannot simply command this spell to function if a "god" comes near. A deity must be described specifically.

Mass charm — (C)

Mass invisibility — (I); see *invisibility*

Massmorph — (I)

Maze — This spell will cause the victim to be affected as if he were seeing Gladsheim through a *true sight* spell.

Mirror image — (I)

Monster summoning (all) — If this spell is cast in Asgard or associated environs, the only "monsters" summoned will be Einheriar, their numbers and level determined by the type of spell:

Monster summoning I, II, or III: 1-4 warriors of 4th level.

IV: 1-3 warriors of 5th level.

V: 1-2 warriors of 6th level.

VI: 1-2 warriors of 7th level.

VII: 1-2 warriors of 9th level.

All Einheriar will be fighters with AC 7 (leather and shield), armed with broadswords. Einheriar, as noted under the notes for the cleric spell *raise dead*, are immune to all *fear* spells and effects. The warriors summoned will obey the spellcaster's commands as per the spell only 25% of the time. If attacked at any time, they will fight back as a group against their attacker (even if it is the spellcaster).

Note that these warriors will never attack any native of Asgard or allied regions and will certainly never attack a Norse deity of any sort, even Loki or Hel. This spell will produce very different results if cast in other areas of Gladsheim.

Mordenkainen's sword — This *sword* will only attack astral beings if cast from the first layer of Gladsheim, and cannot reach into the Ethereal Plane or hit out-of-phase opponents.

Otto's irresistible dance — (C)

Phantasmal force — (I)

Plant growth — (E)

Polymorph any object — There is a 40% chance that a random shape will be assumed, due to the innate chaos of the plane. See the note for the illusionist spell *major creation*.

Polymorph other — See *polymorph any object*.

Polymorph self — This spell cannot be used to assume the appearance of a specific deity, as per the spell *shape change* in the *Players Handbook*. Anyone attempting to pass himself off as a deity risks a horrible death if found out, and all residents of Gladsheim can see through disguises when they involve imitating gods. See *polymorph any object*, noting that a random shape might be assumed every time a new shape is taken on.

Power word (all) — Note that most deities and demigods will not be affected by these spells.

Prismatic sphere — The *plane shifting* power can send people to other planes, even those not directly connected with Gladsheim.

BODY WOUND
53



SCORE
2

Tell opponent: Do only Green or Yellow next turn

50-53	54-45	58-35	62-35
52-33	56-17	60-11	64-3

54

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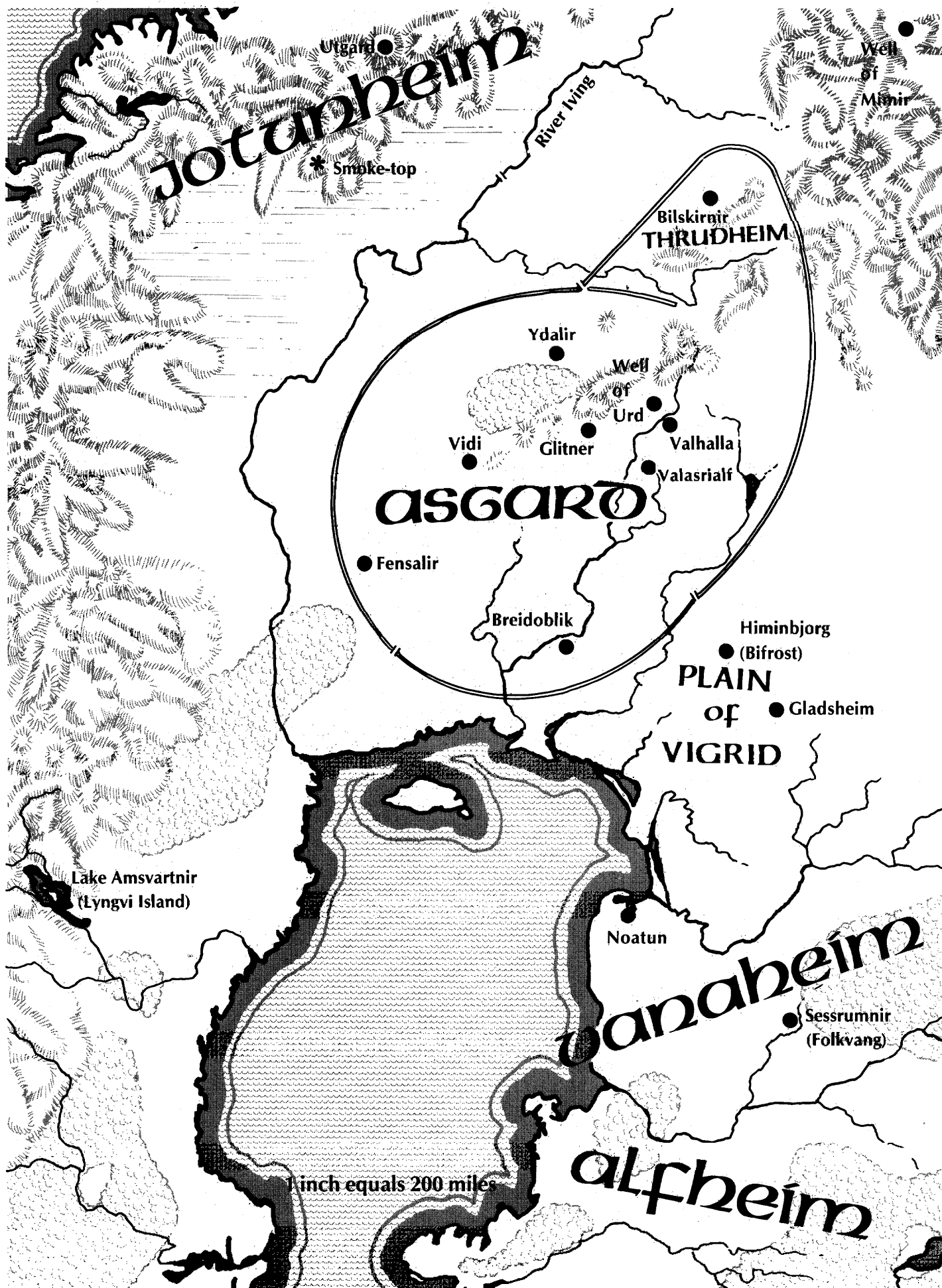
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Project image — (I); if the image of the spellcaster is recognized as a false image, a being capable of casting *dispel magic* at the *projected image* (or otherwise negating it) will do so.

Protection from evil/good (all) — See cleric spell.

Protection from normal missiles — This is effective against hurled weapons from deities, such as Thor's hammer, though such weapons will still cause enormous damage.

Ray of enfeeblement — (C)

Reincarnation — See druid spell *reincarnate*.

Remove/bestow curse — See cleric spell *exorcise*.

Rope trick — There is a 25% chance that the extradimensional space reached will be located elsewhere on the plane of Gladsheim.

Scare — (C)

Shape change — The power of this spell allows it to be better controlled than the *polymorph self* spell, but there is still a 5% chance per shape assumed that it will be a random shape.

Simulacrum — (I)

Sleep — No effect upon any deity, demigod, or supernatural servant.

Slow — This will affect a deity for only one round before its effects are negated.

Spiritwrack — Ineffective against good and neutral beings from Gladsheim.

Suggestion — (C)

Symbol — Most deities and demigods will be immune to *symbols of death*, *insanity sleep*, and *stunning* because of their high hit points. All Norse gods are considered to be immune to *fear* and *hopelessness* (as are valkyries) because of their innate natures.

Teleport — This spell cannot be used to cross planes.

Time stop — Though they may be caught in a *time stop* spell, all deities and demigods will still be able to use their innate magical talents (such as *teleport*) to escape death, and will be aware of all that transpires (their minds work *very* quickly).

Trap the soul — No effect against gods or demigods.

Unseen servant — This spell will summon a 4th-level Einheriar fighter (see *monster summoning* and cleric spell *raise dead*) if cast in Asgard. The warrior will only remain for half the normal spell duration and will be controllable by the spellcaster only 25% of the time.

Vanish — (P); contact with Ethereal Plane required.

Ventriloquism — (I)

Wish — See *limited wish*. A *wish* differs in effect from a *limited wish* in that it will allow entry or exit from Gladsheim, it can duplicate any spell effect (presumably at the 18th level of power, except for druid spells), and servants such as valkyries can be affected by it. Deities and demigods on their home plane *cannot* be affected by *wishes* in any respect, and actually have the power to negate cast *wishes* at will if they so desire. Deities can be contacted by this spell, as per the usual spells of this type (*contact other plane*, *commune*, *gate*, etc.).

Illusionist spells

First-level magic-user spells may be referenced under the magic-user section. In general, illusion/phantasm spells are not well regarded by most Aesir deities, particularly by Thor, since some giants use these spells against the gods. However, the mere act of using an illusion will not brand a character as an enemy (though he will be carefully watched). Loki is regarded as the "patron" of such spells, though other gods may use or grant them.

An enchantment/charm or illusion/phantasm spell that would not affect a deity or demigod if cast by a mortal (i.e., player character) may work against the same deity or demigod if the spell is cast by another godlike, being. A god who is immune to such spells because of his intelligence, wisdom, or other personal characteristics will not be so affected, however. The DM may decide, for example, to have Loki suggest something to Thor in a scenario, and have Thor act on the *suggestion*. Player characters should not be able to perform such actions, since that would threaten game balance and fantasy "realism." The DM may arbitrate such events as he sees fit.

Alter reality — See m-u spell *limited wish*.

Astral spell — See cleric spell.

Audible glamer — (I)

Blindness — (I)

Blur — (I)

Change self — (I)

Chaos — (C); fighters and illusionists get *no* saving throw vs. this spell, because its power is amplified by the chaotic nature of the plane.

Confusion — (C); see druid spell.

Conjure animals — (E); see cleric spell.

Dancing lights — See m-u spell.

Deafness — (I)

Demi-shadow magic — (I); victims who fail their saving throws take only one-half normal damage.

Demi-shadow monsters — (I); see *shadow monsters*.

Detect illusion — This spell (happily) is effective even against illusions cast by deities.

Detect invisibility — See m-u spell.

Detect magic — See cleric spell.

Dispel exhaustion — (I)

Dispel illusion — Carefully note the level of the being whose illusion is being dispelled, as per the Players Handbook spell description.

Emotion — (C)

Fear — (C), (I)

Hallucinatory terrain — (I)

Hypnotic pattern — (I); no effect against any deity, demigod, or supernatural servant.

Hypnotism — (C)

Illusionary script — (I); ineffective against any deity or demigod.

Improved invisibility — (I); see m-u spell *invisibility*, and note DMG comment on the spell (p. 47).

Improved phantasmal force — (I)

Invisibility (all) — (I); see m-u spell.

Magic mouth — See m-u spell.

Major creation — There is a 40% chance that any creation will be of a random, chaotic sort, from the same family as the desired creation but not what was wanted. If rope was asked for, thread might be received, for example. Permanent residents of Gladsheim, including giants, deities, and demigods, know how to avoid having this bad effect occur; visitors from other planes do not.

Mass suggestion — (C)

Massmorph — (I)

Maze — See m-u spell.

Minor creation — See *major creation*.

Mirror image — (I)

Misdirection — (I)

Non-detection — This will not prevent detection by deities or demigods.

Paralyzation — (I); this does *not* prevent the use of spell-like powers and talents of deities and demigods (or supernatural servants) that may be used at will.

Permanent illusion — (I)

Phantasmal force — (I)

Phantasmal killer — (I); ineffective against gods and demigods.

Prismatic spray — See m-u spell *prismatic sphere*.

Prismatic wall — See m-u spell *prismatic sphere*.

Programmed illusion — (I)

Projected image — (I)

Rope trick — See m-u spell.

Shades — (I); see *shadow monsters*.

Shadow door — (I); this spell will not fool any deity or demigod of average or better intelligence.

Shadow magic — (I); see *demi-shadow magic*.

Shadow monsters — (I); all monsters have one-half the given hit points and inflict half the given damage against victims who make their saving throws, due to the remote position of Gladsheim with respect to the Plane of Shadow.

Spectral force — (I)

Suggestion — (C)

Summon shadow — (P); no link to Negative Material Plane.

True sight — See cleric spell *true seeing*.

Veil — (I)

Ventriloquism — (I)

Vision — No contact can be made with powers or deities on the

Elemental, Ethereal, or Positive or Negative Material Planes. The DM should carefully consider the probable reaction of any specific deity or being called upon.

Magic item alterations

Any power of a magic item that duplicates a spell or spell-like effect described in the above section on spell alterations will be altered in the same way if used in Gladshiem. Notes on specific magic items with unusual effects are given below.

Scrolls: Most *protection* scrolls function normally. Artifacts and highly powerful weapons owned and used by deities will not be drained of energy by the field of a *protection from magic* scroll. If someone using an *astral spell* contacts or is caught within the area of effect of a *protection from magic* scroll, the person (including the scroll-reader, if he is also using an *astral spell*) is immediately cast back to his home plane and the protection is cancelled.

Potions: Neither a *potion of etherealness* or one of *treasure finding* will work in Gladshiem. Anyone who tries to use a *potion of levitation*, *flying*, or *gaseous form* will have the same problems described in the notes for the cleric spell *wind walk*. A *potion of animal control* is useless on the local wildlife. Giants in Jotunheim get a +2 to their saving throws vs. *potions of giant control*. A *potion of growth*, used at the wrong time, can have the user mistaken for a giant and dealt with appropriately by onlookers. A *philter of persuasiveness* has no effect on deities or demigods.

Rings: Neither a *ring of djinni summoning* nor one of *elemental command* will work, since a connection to the appropriate Elemental Plane cannot be opened. A resonating field between two *rings of spell turning* will drain both devices rather than drop the users into the Positive Material Plane. *Protection* rings are altered as noted below for magic armors.

Wands/Staves/Rods: Neither a *rod of beguiling* nor one of *rulership* will affect beings who have exceptional wisdom scores; consult the DEITIES & DEMIGODS Book, p. 7, for more information. In addition, these devices have no effect on natives of Gladshiem, and

neither will a *staff of command*. A *staff of withering* has no effect on gods, demigods, or their servants. A *wand of metal and mineral detection* will not function in Gladshiem. All weapon-like effects of devices such as a *rod of lordly might* and a *staff of striking* are reduced as outlined under the following section on weapons and other devices.

Weapons, armor, and protective devices: All magic weapons and magic armor (including *rings of protection*) constructed on the Prime Material Plane will have their "plusses" lowered by 2 when they are brought to Gladshiem, making many items effectively non-magical. Items such as a +1 sword, +3 vs. *regenerating creatures* will retain some of their powers if not made totally non-magical; in the given case, the sword would be ordinarily non-magical, but +1 vs. *regenerating creatures*.

The same stipulation applies to cursed weapons and armor, in the opposite direction: a sword -2, *cursed* will be non-magical. If a cursed item becomes non-magical, its curse will be lifted unless it is returned to the Prime Material Plane.

This loss of magical power or potency does not apply to artifacts or other items which have a multiplanar existence, and thus lose none of their "plusses" when they are taken from one plane to another. Any devices or weapons used by gods can be assumed to have such a multiplanar existence.

Note that *bracers of defense* are not affected and still bestow the same armor class benefit that they would on the Prime Material Plane.

Miscellaneous devices: Any device that summons creatures from the Elemental, Positive or Negative Material, or Ethereal Planes will not be able to use such powers. Artifacts, however, function normally in all respects.

An *amulet of the planes* can connect with only those planes that border on the plane the user is occupying. A *book of infinite spells* won't work if left on another plane. A *cubic gate* or *well of many worlds* may open a path to *any* plane from any other plane. Devices requiring contact with or assistance from deities (*candle of invoca-*



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tion, incense of meditation, necklace of prayer beads) will not function unless the user's deity normally resides on Gladshheim.

An *iron flask* will not capture natives of Gladshheim, but will capture beings not native to these planes (like player characters). A *talisman of ultimate evil* will not work on Gladshheim. *Spheres of annihilation* do not and cannot exist on these planes.

A *horn of Valhalla* will produce twice the normal number of warriors when sounded, and all warriors will obey the user (unless ordered to attack a neutral or good Norse deity, at which time they will attack the user). A *horn of blasting* will not weaken or destroy any structure within Gladshheim. A *portable hole* will function normally, except that 20% of the time, a *gate* will be opened into another part of the plane of Gladshheim that the user happens to be on.

Psionic alterations

The use of psionic talents on Gladshheim is very risky, since many deities are psionic and will undoubtedly be attracted to any sources of psionic "radiation" they detect. Psionic combat is conducted normally.

Several psionic talents will have no effect against deities, demigods, or other creatures with Class VI psionics, as explained in the DEITIES & DEMIGODS Book on p. 6. These talents are labeled below with a (P6) symbol. Beings with Class VI psionics are also immune to all psionic attacks, including *psionic blast*.

Animal telepathy — (P6); treat all natives of Gladshheim as "monsters."

Astral projection — See cleric spell *astral spell*. Note that *dispel magic* will not affect this talent.

Aura alteration — Use of this ability to remove a *quest*, *curse*, or *geas* from a character may be considered a very risky business at best, if such a spell was cast by a deity or demigod.

Cell adjustment — This will not affect the wounds of deities, demigods, or other supernatural beings.

Detection of good or evil — See cleric spell *detect evil/good*.

Detection of magic — See cleric spell *detect magic*.

Dimension door — This spell will function on the first plane of Gladshheim, but not on the other two lower layers (which do not connect with the Astral Plane).

Dimension walk — Though the user will not be able to cross planes with this talent, he might end up in some dangerous places if the power "malfunctions" (e.g., ending up in Jotunheim from Asgard).

Domination — (P6), (C)

Empathy — (P6)

ESP — (P6); see m-u spell.

Etherealness — (P); no contact can be made with the Ethereal Plane.

Expansion — This talent might cause the user to be mistaken for a giant using a magical/illusionary disguise, possibly leading to the character's abrupt demise if certain Aesir gods like Thor see him.

Hypnosis — (P6); note the intelligence ranges involved. No deities, demigods, or supernatural servants can be affected by this power.

Invisibility — (P6); this is *not* treated as an illusion/phantasm spell, and the table in the DMG on p. 60 does *not* apply to this power, since it is a mind-control talent.

Mass domination — (P6), (C)

Molecular agitation — The magical weapons and tools of gods and demigods cannot be affected by this talent.

Molecular manipulation — See *molecular agitation*.

Molecular rearrangement — See *molecular agitation*.

Object reading — If this is used in Gladshheim, the user will experience visions of past events from the mythos of the dominant pantheon of the area. Thus, scenes from Norse mythology will be seen in Asgard, etc.

Probability travel — See cleric spell *plane shift*.

Sensitivity to psychic impressions — If this is used anywhere on the planes of Gladshheim, the user must save vs. will-force spells or be overcome by the innate nature of the plane for 3-18 turns. He temporarily gains a +4 save vs. all *fear* spells and powers, and will attack all beings encountered in that time who appear to be hostile in the slightest degree. The character will not obey any orders and will tend to act in a contrary fashion, doing whatever pleases him most at the time. These actions will not cause an alignment change, though certain classes (paladins and clerics in particular) might need to do penitence.

Shape alteration — See m-u spell *polymorph self*.

Telepathic projection — (P6), (C)

Telepathy — (P6)

Telepathic projection — (P6); see notes for *domination*.

Teleportation — See m-u spell *teleport*.

Character ability alterations

Combat: Note that magical weapons that lose power when brought to Gladshheim might not be usable against the beings that live there. For example, a +5 weapon would be needed to hit Odin, since it would turn into a +3 weapon in Asgard when brought there from the Prime Material Plane.

Sensory powers: The five normal senses (hearing, vision, touch, taste, and smell) function as usual on the planes of Gladshheim. Unusual senses such as infravision and ultravision function normally as well; ultravision range is considered to be that received under a normal nighttime sky.

Character classes: Deities and demigods with average or better intelligence will immediately be able to tell what class a given character is, even if the character is disguised (unless certain illusionary or shape-altering spells or powers are used). Some specific changes that occur in class abilities are listed below.

Assassins cannot successfully disguise themselves as any deity, demigod, or supernatural servant such as a valkyrie, when confronting another such being; to do so is to virtually beg for destruction. See also the notes below concerning thieves.

Barbarians will have trouble *hiding in natural terrain*; see notes below for the thief class. The environment of Gladshheim is always considered to be unfamiliar to barbarians, and their skills at *hiding in terrain* are always equal to that of a thief of equal level. Their

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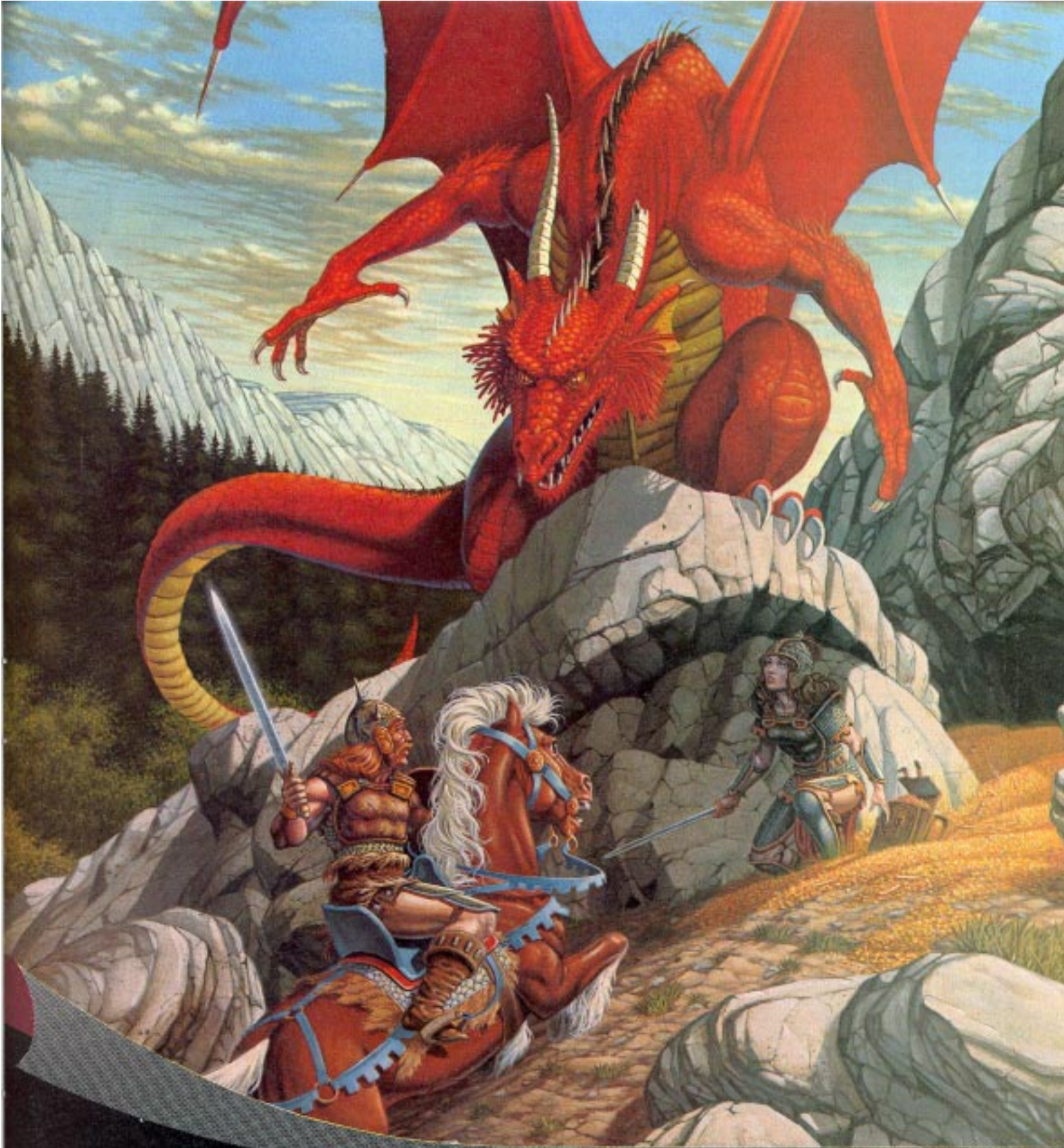
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ability to attack monsters affected only by magical weapons is not affected by going to this plane. *Animal handling* skill will not work against the native wildlife of Gladsheim, and survival and *outdoor craft* skills may be modified as the DM sees fit. Barbarians will immediately sense that their surroundings are completely magical, and their *detect magic* ability will thus become worthless when used against a specific item. Charisma bonuses for level are never applied when meeting gods, demigods, or supernatural servants.

Bards should check the relevant notes for thieves and fighters. Bards are favored in Asgard and Vanaheim, and higher-level bards may be invited to stay with one or more gods (particularly those who have some amount of bard ability themselves). Such visits will be brief, but can prove worthwhile. Gods have been known to reward minstrels with gifts (at the DM's discretion). Bards, like druids, cannot regain spells of more than the 2nd level of power while on Gladsheim, unless their gods live on those planes. The *charm* and *suggestion* powers of bards have no effect on gods, demigods, and their servants. Their *legend lore* capability is not considered magical in nature, and will not be affected as the magic-user spell of the same name. Special bardic instruments may have altered spell abilities, as detailed per each spell applicable.

Cavaliers are *not* immune to the divine awe or *horror* powers of deities (see the DEITIES & DEMIGODS Book, p. 7). Cavalier-paladins should see the notes concerning paladins.

Clerics have increased power against undead on Gladsheim; treat clerics as one level higher than they actually are for purposes of turning undead. Also refer to the section detailing spell alterations above.

Druids will find many of their spells are useless in Gladsheim. The powers they receive at 3rd and 7th level (see the Players Handbook) are not affected. Deities having druid abilities will understand the druids' secret tongue.

Fighters are the least affected of all character classes by the environment of Gladsheim (except that their magical weapons and armor may be altered in power). Note the loss of a saving throw vs. the illusionist spell *chaos*.

Illusionists are little affected by Gladsheim, except for their spell abilities (see above). Note the warning concerning the casting of illusion/phantasm spells in Asgard.

Magic-users will find many of their spells have altered effects in Gladsheim. Otherwise, they function as usual.

Monks will have certain of their functions altered, as per thieves. The chaotic nature of Gladsheim is distracting to monks; for the first 2-8 days they are on these planes, monks will suffer a -1 "to hit" penalty on all attacks, and a -1 on all saving throws. Their *speaking with animal* and *speaking with plant* powers will not function, as per the spells of the same name. Their *quivering palm* attacks will never work against a deity, demigod, or supernatural servant, or any other creature only affected by magic weapons.

Paladins are not affected by Gladsheim's chaos as monks are, but still find the plane distracting and uncomfortable. Their *laying on hands* power to cure wounds will not affect deities or supernatural creatures from Gladsheim. Cleric spells are affected as per the notes on normal clerics, and undead-turning abilities are improved so that paladins function as clerics only one level below their own. If a paladin worships a Norse deity and calls for his warhorse in Asgard, he will receive a pegasus of maximum hit points.

Rangers will receive their full damage bonuses when attacking giants in Jotunheim or elsewhere on Gladsheim. A ranger's druid spells of 1st or 2nd level and all of a ranger's magic-user spells may be relearned while on these planes.

Thieves will find hiding from deities and demigods is impossible,

since such beings have a wide variety of skills and sensory abilities. They may try hiding from valkyries and other servant creatures, but the notes concerning detection of invisible characters in the DMG (p. 60) must be taken into account. The penalty for theft from a deity or demigod, of course, is death, such sentence to be carried out as soon as the god can manage and in the most effective possible manner. Because nearly all residences in Asgard are owned by deities or other supernatural beings, breaking into any of them is very dangerous. The DM may impose penalties on various thieving functions such as opening locks or removing traps to take into account a deity's skill at creating such (particularly if the deity had some degree of thieving skill himself). Thieves are not disliked in Asgard, for they can perform some useful functions that help the Aesir or Vanir gods.

Character races

Humans should have no particular problems wherever they go in Gladsheim — except, of course, in Jotunheim, where the giants will sometimes attack intruders for sport or treasure.

Dwarves and **gnomes** are not welcome in Alfheim, though they are regarded neutrally by Frey and the other Vanir. The elven spirits that live there will do everything possible to make dwarves and gnomes feel as uncomfortable and unwelcome as possible. Dwarves and gnomes are hated by some giants in Jotunheim because Mjolnir (Thor's hammer) was invented by Norse dwarves.

High elves are welcome within Alfheim and are neutrally regarded elsewhere. The elven spirits will want good and neutral elves to remain with them for as long as possible, dancing, singing, playing, etc., in the vales and glens of the land.

Halflings, like humans, should have no particular problems while adventuring in Gladsheim. Because they are rare, many beings might not immediately recognize halflings as a non-human race, and might consider them to be human children (even a few deities might do this by accident).

Half-orcs will not be well regarded in Asgard, since they are generally seen as allies of giantkind and competitors of humanity. It has happened that half-orcs have worshiped Norse gods, however; in such cases they are accorded the respect that any other worshiper receives. They are hated

in Alfheim and Vanaheim, and are neutrally regarded in Jotunheim.

Other races will receive varying treatment from the inhabitants of Asgard, depending upon their general alignment and interaction with humanity and giantkind. Half-ogres (see DRAGON® Magazine #73) will be disliked strongly, since ogres are generally allied with giants; they are liked in Jotunheim.

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Horribly simple to learn

CHILL will leave you shivering for more

Review by Jerry Epperson

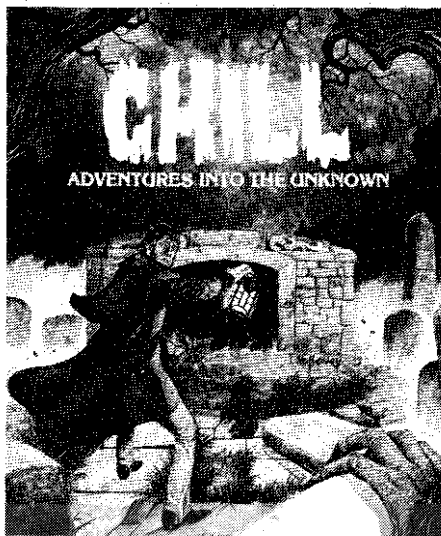
Games based upon the horror genre cater to the need in all of us to be scared out of our wits, and yet spare us the actual reality of being in a truly horrible situation. Until a few months ago, the offering of good horror games was very limited. Boardgames such as the *Vampyre*[™] and *Nightmare House*[™] games (from TSR, Inc.) were fun the first few times they were played, but soon were haunting only closet space, their novelty worn out. Role-playing games by their very nature tend to have good replay value, but the role-playing games previously offered either dealt with too limited a subject (as in the *Undead*[™] game from Steve Jackson Games or Chaosium's *Call of Cthulhu*[™] games), or fell short of expectations (as did the *Stalking the Night Fantastic*[™] game from Tri-Tac Inc.). But now, from the resources of Pacesetter, Ltd., the CHILL[™] game has arrived to fill the void.

The CHILL game is a role-playing game of gothic and modern horror, designed through the collaborative efforts of several of Pacesetter's designers and editors. Players assume the roles of vampire chasers and ghost hunters, as members of a secret international organization that calls itself the Societas Albae Viae Eternitata (S.A.V.E.), or the Eternal Society of the White Way. The society's goal is to hunt down creatures from the "Unknown" and banish them from this plane of existence.

The adventure can begin almost as soon as the box is opened. Inside, players will find an 8-page Introductory Folder, with four pages of instruction on how to use and interpret the CHILL Action Table (which governs almost all activities in the game), and another four pages of pregenerated characters. As soon as the players understand the basic mechanics of the game, they can jump into a 16-page adventure ("Terror in Warwick House") and be playing the game within 30 minutes after tearing the plastic wrap off the box.

Experienced role-players will find that "Terror in Warwick House" is much like a guided tour of a national monument. While it pretends to be a dangerous place, one gets the feeling that those who fell victim to the sinister occupants before the player characters were called to the scene were either idiots or invalids. The clues required by the characters to dispose of the evil are practically spoon-fed to the players.

But there is more and better to come. Once players have had their first taste of horror, they should take time to examine the other contents of the box. Each CHILL



game comes with a 64-page Campaign Book, a 32-page book entitled "Horrors from the Unknown," a full-color map of the world with a square-gridded battle board on the back, 140 double-sided cardboard counters, a Range Stick, three 10-sided dice, and the aforementioned introductory material. The package carries a very reasonable \$12 price tag.

The two books are used to flesh out the character creation, skills, combat, magic, and creature design systems. Players need only read the information in the Campaign Book in order to play the game. The game referee, called the "Chillmaster," or CM, will have to be familiar with both books.

Player-character generation is handled through dice rolls and simple computations. Each character is rated from 26 to 80 in eight categories: Strength, Dexterity, Agility, Willpower, Personality, Perception, Luck, and Stamina. These scores are obtained by rolling three 10-sided dice, doubling the result, and adding 20.

When a player wishes to have his character do something that cannot be assumed to succeed automatically, percentile dice are rolled and the result is compared to the appropriate attribute to see if the action is successful. This is called a "general check," which is made when an action can only succeed or fail, such as looking for a needle in a haystack: you either find the needle or you don't.

A "specific check" may be made when an action can have variable consequences. On a specific check roll, the dice roll is subtracted from the appropriate attribute score and the result is compared to a column in

the Action Table, which gives results that vary according to the degree of success or failure. For instance, a specific check for firing a pistol at a target not only determines whether you hit or miss the target, but also the amount of damage that you do if the hit succeeds. This system makes play move rapidly without sacrificing too much detail. Sometimes a particular skill or talent is substituted for a character's attribute, but all "check" situations are handled in this fashion.

A character also has some secondary traits which are derived from his attributes, such as his healing rate and base skill scores. Other traits such as height, weight, and ethnic background are determined by the player or through random means. In addition to professional and combat skills, characters can also possess limited control over what is called "the Art," which is similar to what is identified as magic in other games.

Human knowledge of the Art is composed of nine "spells," with three "disciplines" in each of three categories: Communication, Restoration, and Protection. A character can only have disciplines from one category. On the other side of the coin, creatures from the Unknown possess a darker form of the human Art called "the Evil Way." From this source is drawn all of the mystical powers that such creatures possess. Without the Evil Way, a ghost is merely a disembodied spirit and a vampire is just a pallid but strong human with an appetite for blood. With the Evil Way to power them, these creatures become deadly foes of the known world, capable of leaving terror and destruction in their wake.

The game has additional rules for expanded combat, handling poisons, disease, healing, and non-player character reactions. Also given is a listing of all "documented" manifestations of the Evil Way, and a sampler of 18 corporeal and non-corporeal creatures. Provisions are given for developing "CM specials" (referee-created monsters) so that the players will not have a reliable compendium of creature statistics to recall or refer to during play.

The map and counters are nicely produced, but the maps have no keys. (The world of S.A.V.E., "hot spots" seems to be on a scale of 1" = 700 miles near the equator.) The Range Stick could have been replaced by a square-of-the-hypotenuse formula. The lack of regulated combat maneuvering rules makes these more added garnishments than functional components.

Some of the limitations that the rules place upon characters seem unnecessary. The organization S.A.V.E. is a good base from which the CM may develop adventures, logically getting characters from one haunted house to the next. But for the rules to state that "all player characters in a CHILL adventure are S.A.V.E. envoys," or that "to date, nobody has survived for longer than 17 months after being expelled from S.A.V.E." limits not only the player actions but the scope of the CM's campaign. Etching them in stone (or on paper) serves no purpose.

I would have liked to see more done with the economic rules, which say that the characters have whatever they need and can get wherever they have to go without worrying about expense (thanks to S.A.V.E.'s limitless bank account). It detracts from the feel of the adventures when monetary and travel worries are eliminated. The bribery rules seem rather ludicrous, since they allow characters to bribe anyone into submission without batting an eye.

At the risk of seeming to contradict all of the above complaints, it must be said that these problems are not major flaws in the game's design; any CM should be able to alter them with little effort. All things considered, the CHILL game does just what it sets out to do. It doesn't stall play with unwieldy rules or sub-systems, and it allows the CM to pace the storyline and preserve the intensity of a situation thanks to the

game's elegant simplicity. As an alternative to dungeon delving, superheroing, or chasing after Cthulhu, the CHILL game is something you can really sink your teeth into.

The game has been supported by four other releases — adventures entitled *Village of Twilight* and *Highland Terror*, a monster collection entitled *Things*, and a Chillmaster's Screen packaged with a short adventure called *Castle Dracula*. The accessories are priced at \$6 each and, like the CHILL game itself, are available at many game and hobby stores. The products are also available by mail (add \$1.50 for postage and handling per order) from Pacesetter, Ltd., PO. Box 451, Delavan WI 53115.

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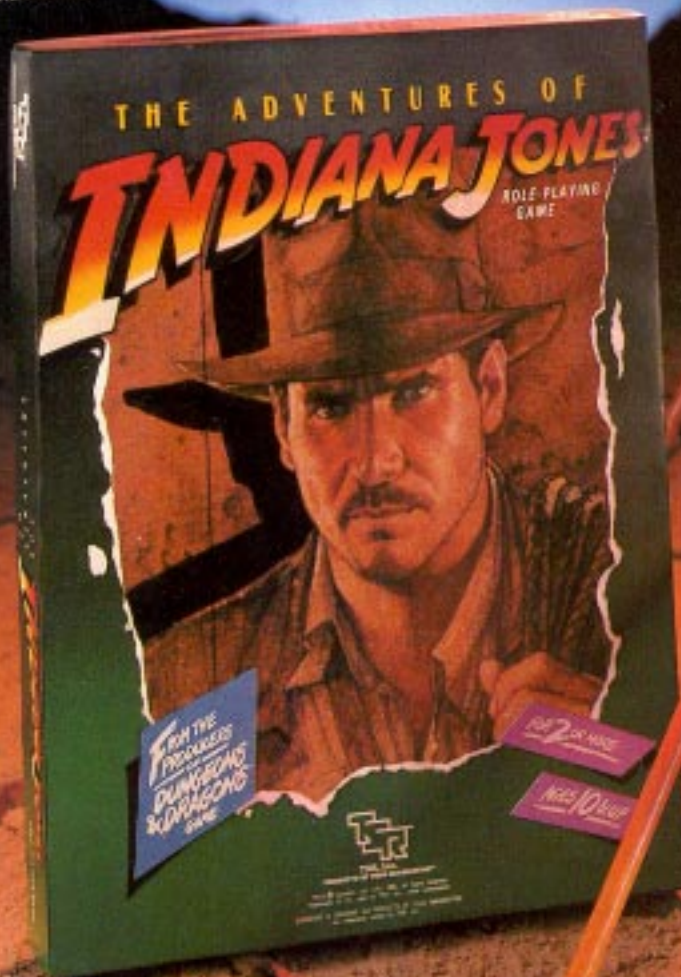
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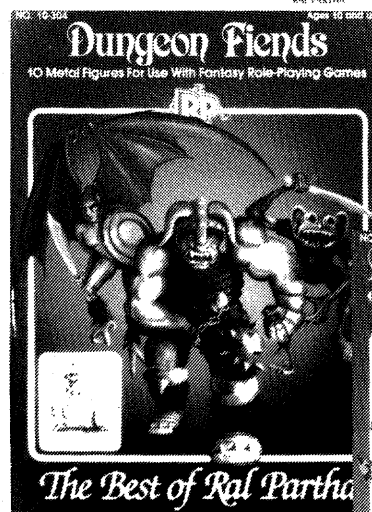
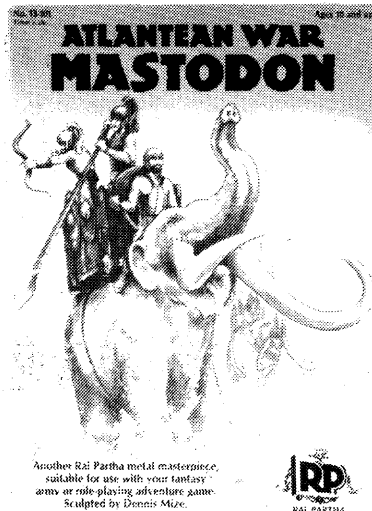
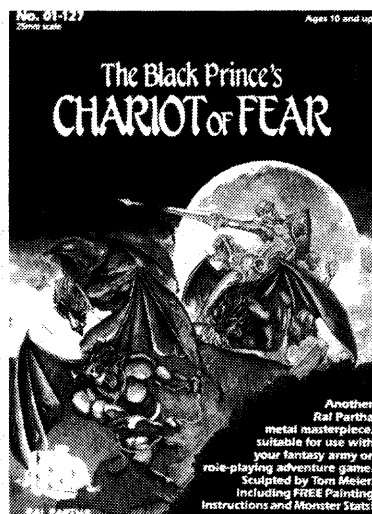
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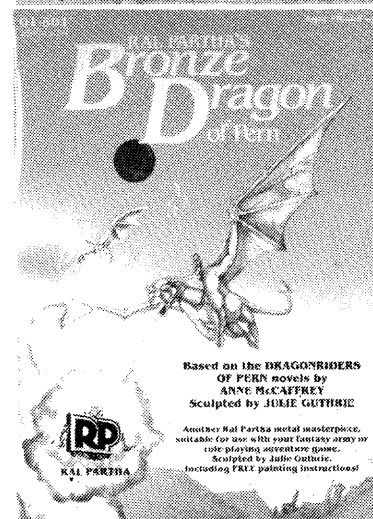
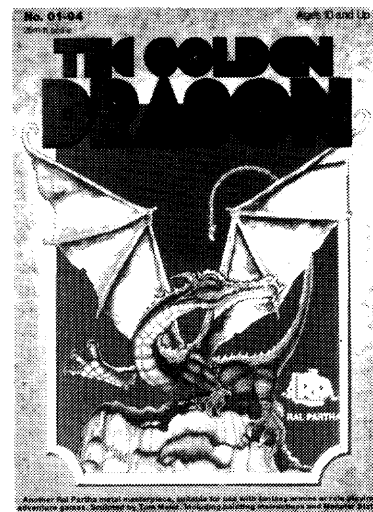
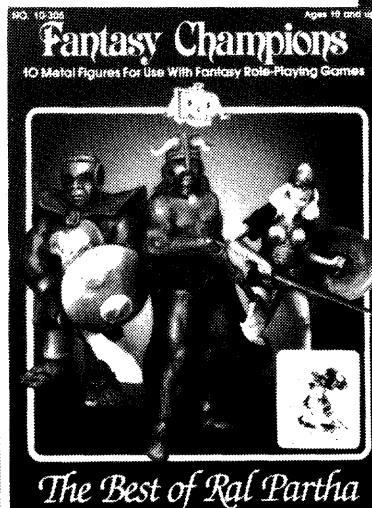
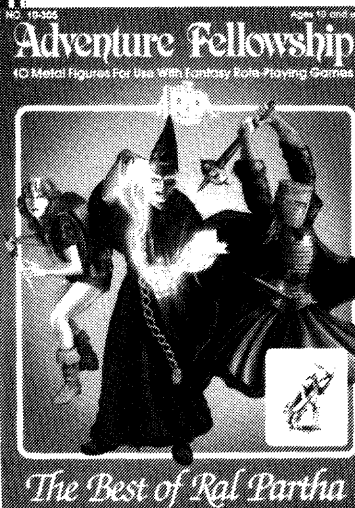
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ON THE COVER

Superhero gaming can be a painful experience, but this issue of the ARES™ Section will hopefully take some of the sting out of your CHAMPIONS™ and SUPERWORLD™ gaming. Cover illustration by Jeff Butler.

It's unusual to find a book review in an editorial column, but this could be considered a special circumstance. Many people who've played science-fiction games have wondered what it would take to get into the space program. Some actually plan to enter the aerospace field, but have no idea of how to go about it. If that's the case with you, your problem may have been solved.

Charles Sheffield and Carol Rosin have written a book on getting involved in the space program; if you have an interest in an astronautical career, then this is the book you should read. *Space Careers* is published by Quill Books (N.Y., 1984), and costs \$7.95 in paperback. It is filled with up-to-date information, and gives a readable and detailed look at the history of the American space program and how you can join the space effort.

The book covers writing resumes, choosing a college and a career field, space activist organizations you can join, women in the space program, and the space programs of the nations of the world. The book is filled with fascinating and practical information. Are you aware that there is already a Space Command division of the US Air Force, and it is hunting for qualified personnel now? Did you know that the Canadian space program employs about 13,000 people, and that Canada has been a major space-faring nation since 1962? Or that you can work in the American space program without joining NASA at all?

Space Careers will not tell you *everything* you need to know about getting into the space program, but it will probably tell you much more about it than you knew before. Look for it the next time you're hunting for the latest science-fiction novel, and read it between your role-playing game adventures.

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The editors

ARES™ Section 90 THE SCIENCE-FICTION GAMING SECTION

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Skills for the Super Agent

Agent skill packages in the CHAMPIONS™ game

by Gregg Sharp

Super agents are normal humans who aren't faster than a locomotive, able to bend steel bars or leap tall buildings, or able to do any of the other things that most superheroes are known to do. They must rely on developing their basic human skills and on using technological equipment and weaponry to accomplish their missions. Building super agents in the CHAMPIONS game can be difficult, however, because of the power point cost involved in bringing them up to par with "normal" superheroes.

This article presents the agent skill package, designed to make super agents easier to build. The skill package is composed of several skills and abilities grouped together by the needs of the agency involved. For example, ONI agents (see below) are expected to be able to be put down naked anywhere in the world, gain clothing and weaponry, carry out their primary objective, and escape during the most hostile pursuit. Typical duties for ONI agents might range from sweeping HQ floors to a simple bank robbery to the assassination of a rival criminal boss.

Disadvantages also go with the skill package, but they do not count toward one's Character Disadvantages. These disadvantages are also determined by the actions of the agency. In the ONI example, because the agents belong to a criminal hierarchy, they will often be hunted by law enforcement agencies. Their recruiting procedures are so strict that ONI agents are fiercely loyal and honorable to their fellows within the organization.

Sample agencies from which super agents may hail are given below.

United Nations Center for Law Enforcement

Skills: Stealth, Combat Pilot, Combat Driver, Security Systems, Disguise, Streetwise, Escape Artist, Detective Work, +1 level with all guns, Paramedic, Bureaucrats.

Disadvantages: Protective of innocents, hunted VIPER 8-, will try to

capture if possible.

Total cost: 30 points.

The referee selects the skills most applicable to the agency as well as the disadvantages. Martial Arts and Acrobat-ics are bought separately. When all the skills have been selected, add them together and apply the +1/2 bonus on the chart on page 34 of the CHAMPIONS game manual. Disadvantages should be equal to 25% of the total package cost. In the example above, any of the disadvantages listed are sufficient to pay for the +1/2 bonus.

A list of other agencies and the skills that they offer are given below; these were derived from the CHAMPIONS game books and from my own superhero campaign. Note that some agencies

"[Super agents] must rely on developing their basic human skills and on using technological equipment to accomplish their missions."

are criminal in nature or are opposed to the existence of super-powered characters. This makes them suitable for NPC encounters, but not necessarily good as agencies for player characters.

Pure Earth League

Skills: Stealth, Combat Driving, Security Systems, Disguise.

Disadvantages: Xenophobic, Hunted Police 8-.

Total Cost: 13 points.

The Pure Earth League was started in 1935 with the first landing of an alien on Earth. Though this alien later went on to become a famous superhero, the political pressure group lobbied for legislation denying civil rights to any non-human. The founder, Reverend

Andrew Slotmeyer, soon developed a political pressure group of immense power. This group formed the framework for later extremist groups which absorbed many of its functions.

In 1946, a splinter faction formed which is still going strong today. Banning aliens would not be enough, as non-sentient extraterrestrials could be killed. In 1953, this principle was expanded to include all non-human sapient. This splinter faction exercises in covert operations so as not to attract too much attention. Under the control of the Reverend Jerry Farnaham, the Pure Earth League seeks to fulfill its name by purifying the Earth from alien "infestation."

Agents of the Pure Earth League must be able to break into buildings with high-security alarms, conceal themselves well, and make quick getaways. Because of the fanatic nature of the organization, is illegal in many areas and operates in an "underground" fashion.

UNTIL (United Nations Tribune on International Law)

Skills: Stealth, Escape Artist, Combat Driver, Combat Pilot, Security Systems, Paramedic.

Disadvantages: Protective of innocents, Hunted VIPER 8-.

Total cost: 17 points.

UNTIL is described as a law enforcement organization in the CHAMPIONS game books. UNTIL was created in 1948, originally as a means of checking nuclear weapons proliferation. The agents function as police on a grand scale. UNTIL is the major stumbling block of international terrorist organizations, and interferes with the plans of those who seek world domination.

UNTIL is dedicated to the obliteration of agencies like VIPER. The super agent program (Project: Ubermensch) trains highly skilled humans who are within the top 10% of UNTIL trainees in ability, giving them the skills that reflect the high standards of the UNTIL agency. Agents are expected to save lives, not just take them.

VIPER

Skills: Stealth, Escape Artist, Security Systems, Combat Driver, Streetwise, +1 level with guns.

Disadvantages: No code versus killing, Hunted UNTIL 8-.

Total cost: 15 points.

VIPER is a politically subversive organization with worldwide terrorist activities. Agents who graduate from its schools should be ready to sneak in heavily guarded installations, kill a political figure, and sneak out. Felons are recruited from the underworld to serve and be trained by VIPER. Since VIPER agents are usually the type to destroy an entire office complex to get one person, they have no code about killing.

K'Dsslok Agents

Skills: Stealth, Security Systems, Escape Artist, Combat Driving, Streetwise.

Disadvantages: Greedy, Hunted Hero Group 8-.

Total cost: 12 points.

K'Dsslok is an alien who conceals his true nature from his employees. The most skilled agents from all over the world are hired just to disrupt the natu-

ral order (if they make a profit from the mission, so much the better).

Several super agents train recruits under K'Dsslok's direction. Black Samurai teaches ninjitsu (Stealth), escape talents are taught by Pit Fiend, and Steel Cobra teaches martial arts (Aikido) and getaway driving. Advanced agents are taught Streetwise by Necromancer.

Agents of K'Dsslok are supplied with futuristic weapons capable of incredible destruction. Since K'Dsslok is only interested in making the governments of the world collapse through the spread of chaos and confusion, the targets chosen for attack may appear to have no possible relation to one another.

ONI

Skills: Stealth, Security System, Climbing, Professional Skill: Wilderness Survival 11-, Demolitions 11-.

Disadvantages: Honorable, Hunted Hero Group 8-.

Total cost: 13 points.

ONI agents are the *creme de la creme* of the Japanese underworld. They must not only be excellent athletes, but are honorable and highly intelligent — unusual traits for criminal henchmen.

ONI was formed by the supervillain Oni in 1972. Oni (whose powers control molecular motion) did this first as a diversionary tactic. After the first major accomplishment by the agents, Oni decided that there was added prestige in being the head of a powerful agency. In 1972, there were four agents. By 1979, ONI was composed of 110 agents.

ONI agents are required to be black belts in at least one field of martial arts. They are taught ninjitsu (Stealth), survival techniques, and the placement of explosive devices by ninja hired from the Yakuze (Japanese underworld). ONI agents are also used as messengers, as reconnaissance, and as hired-out heavy infantry.

After all his training, an agent is given a final trial. The agent is dropped naked in Northern Japan with only a few instructions. He or she is then expected to get from the drop-point to the HQ without killing anyone and without being picked up by the various law enforcers. Cadets (the first rank of ONI agents after passing the test) will be out to stop the new pledge from accomplishing the task. Failure in this test means death.

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fighting ritualized clan wars, while females take care of almost everything else.

K'kree (or Centaurs) are militant and aggressive vegetarians, their lives strictly controlled with a complex system of castes. The social unit is not the individual, but the "family" with members of several castes; each player controls a family. Each alien module is \$6.

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The SUPERWORLD™ Game, Expanded!



New powers, advantages and handicaps

by Steve Perrin.

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In the year since my SUPERWORLD™ game was released, many new super-heros with new powers have shown up on the comic stands, and many powers have come to my attention that are not fully covered in the game rules. The following superpower descriptions attempt to fill in some of these gaps and expand the scope of the game. Players who want to use these powers for their characters must have them approved for use by their campaign's GM. However, they are all approved by me, for whatever benefit that gives them in your individual campaigns.

New superpowers

Aura Enhancement

DESCRIPTION: The ability to add to the hero's natural *aura attack*.

GAME EFFECTS: The hero gains a larger than normal *aura attack* score to match against the INT of target(s).

LEVEL: The ability to add 1 to the *aura attack* of a hero.

PURCHASE RESTRICTIONS: Total *aura*

attack ability cannot be more than twice the natural *aura attack* ability.

HERO POINTS PER LEVEL: 2.

ENERGY COST: None.

This power can be bought with all the usual disadvantages such as *vulnerable device* (a flashy costume), *failure chance* (don't have a speech together yet), etc.

Mental Image

DESCRIPTION: Ability to transmit convincing images into a target's mind.

GAME EFFECTS: Can make a locatable target within 30 meters experience a pictured image and possibly be affected by it.

LEVEL: Potency of 3 attack against the INT of the target on the Resistance Table. Additional levels either increase the range by 10 times the previous range or increase the potency by 3. Use of additional levels must be specified on purchase.

PURCHASE RESTRICTIONS: No more than 1/2 POW in levels for potency, no restriction on levels for range.

HERO POINTS PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

A target making a critical success against the *mental image* knows it for what it is and who is using it on him. The *image* will be visible to him, but transparent and obviously unreal. A regular success means that the target knows it for what it is but still sees it as an opaque object. A failure means that he thinks it is real and can be affected by the *image* as if it were a *stun* attack doing the same damage as its potency with an energy type appropriate to the *image* pictured. A fumble against it means he can be affected as if it were an energy attack doing the same damage as the potency of the *image*. For instance, a fumble against the *image* of a dragon could make the target think it has been hit by either a heat radiation attack (dragon breath) or a kinetic attack (a claw).

Only the person hit with the *image* can see it. If attacked, he will believe that his normal protection will work against the damage, but any damage taken beyond that which his protection can block will be real damage. Any attack he makes will not hurt the *image* unless the image-maker wishes it to seem to be hurt.

The hero using this power must pay energy for it during the bookkeeping phase of each melee round or the *image* will disappear from the mind of the target.

Paralysis

DESCRIPTION: Ability to stop a target's body mobility temporarily.

GAME EFFECTS: 50% chance of hitting target within 30 meters with an attack of the rolled potency against the CON of the target. If the target's roll is unsuccessful, it prevents the target from moving or acting until he can throw off the *paralysis*, as he would being stunned.

Paralysis may freeze a target in place or simply make him collapse. Victim's mental processes are normally unimpaired, but movement or any other activity which normally uses personal energy each Action Rank or Melee Round is impossible, even if the target has bought it at no Energy cost.

LEVEL: 1d6 potency. Further levels may add 1d6 of potency — no restriction in levels for range. Choice of use of the level for potency or range must be made when purchased.

HERO POINTS PER LEVEL: 3.

ENERGY COST PER LEVEL: 3.

Paralysis is a *transformation* attack (See *transform* power below), and its potency can be reduced by *absorption* or *resistance to transformations*. If the target is *insubstantial* to all energy types or in *astral body*, it will not affect him.

Possession

DESCRIPTION: Ability to mentally impose oneself on the consciousness of another.

GAME EFFECTS: Potency versus POW chance to substitute user's consciousness for that of a target within 30 meters, and to control all his actions.

LEVEL: Potency of 3. Further levels will increase potency by 3 or increase range by 10 times previous range.

PURCHASE RESTRICTIONS: No more than 1/2 POW in levels of potency – no restriction in levels used for range. Choice of use of the levels must be made when purchased.

HERO POINTS PER LEVEL: 3.

ENERGY COST PER LEVEL PER MELEE ROUND: 3.

If *possession* is successful, the normal body of the possessor will be unaware of its surroundings, and incapable of taking any but the most minimal of actions. In effect, his entire consciousness is in the possessed body. If the normal body is harmed in any way, the possessor must make a roll of his normal CON times 3 to maintain the *possession*. Otherwise, he returns to his own body. In any case, he will be stunned if the normal body is stunned and go back to his own body unconscious (as if affected by sleep poison) if the possessed body is slain.

The consciousness of the possessed body will be suppressed, but will attempt to evict the usurper each melee round. It can do nothing else until back in control of its own body. Each melee round, the victim has a chance of breaking free of the possession by attacking his POW against the potency of the possession on the possessor's first Action Rank (which will be the same as that of the victim).

The possessor will have the physical abilities (including powers, Action Ranks, movement, and STR, CON, SIZ, DEX, and APP) of the possessed and his own INT and POW. His knowledge skills will be his own, and all skills which involve physical action will either be at his own level or at that of the possessed body, whichever is less. Minimum ability will be 5%. He will also have no immediate knowledge of the powers, abilities, and background of his victim except for

that generally available to anyone or discovered by detective work or briefing. If he maintains *possession* for more melee rounds than 50 (10 minutes) minus his INT, he will be able to search the body's memories and gain full use of all the conscious knowledge of the victim. Mental attacks against the possessed body will affect the possessor.

The possessor must use his own energy to power the *possession* but uses the possessed body's energy to use its own powers. Once the possession has taken place, the victim does not have to be kept within the normal range of the power. However, if the victim breaks free when out of normal range, the possessor cannot reattempt *possession* until he gets within range again.

Possession is a mental attack, and *mindblock* will defend against it, as will *absorption of resistance to mental attacks*.

Transform

DESCRIPTION: Ability to alter the physical nature of the target.

GAME EFFECTS: Allows hero to attempt to alter the physical nature of a target, using special effects similar to those used for powers or handicaps which normally are used personally.

LEVEL: 50% chance of attacking the SIZ of a target within 30 meters with an attack potency of 3. An additional level will either add 3 to the potency or 30m to the range or an additional level of effect. A successful roll means the victim is affected by one level of effect of the power unless more than one level of effect is purchased.

PURCHASE RESTRICTIONS: The power or handicap used for special effects must be specified when purchased. If the hero wishes to use the power for himself, it must be bought separately for that purpose. The powers and handicaps which may be simulated with *transform* are:

Added damage handicap (one level = +1/die)

Astral projection (one level = 1 melee round astral)

Dimension shift (one level = 1 melee round shifted)

Doppelganger (one level = 1 level of doppelganger)

Flight (one level = 1 level of combat flight speed)

Impersonate (one level = whole body changed)

Insubstantiality (one level = insub. to one energy type for one melee round)

Invisibility (one level = invisible to one

form of vision for one melee round)

Micro SIZ (one level = minus 1D3 pts of SIZ)

Shape change (one level = 1 form changed into)

Special vulnerability handicap (one level = 1D6/MR)

Super SIZ (one level = plus 3D3 points of SIZ)

Teleport (one level = 100 meters traveled)

A hero may only buy levels of this power equal to 1/2 his POW for potency – no restriction for range. If two uses, such as for *shape change* and *micro SIZ* used together, are bought, each may be bought to 1/2 the POW of the user. The player need not buy *combining* to use with two forms of *transform*.
HERO POINTS PER LEVEL: 3.
ENERGY COST PER LEVEL: 3.

This power is used for such effects as changing a foe to a toad, shrinking a target to miniscule SIZ, or increasing his weight to slow him up.

Effects of *transform* will always cease after one full turn (five minutes) unless specified otherwise, or unless the user has bought the *extended duration power advantage* for *transform*. *Resistance* and *absorption* can be bought against this power, as *resistance to/absorption of transformation*.

Example: The stone ghost has both *superstrength* and *astral projection*. His player buys 8 levels of *transform* usable as *astral projection*. Now he has a potency 24 *transform* with which to haul opponents into the Astral Plane, so he can punch them out without interference.

New power advantage

Permanent Effect

DESCRIPTION: Allows an attack to do potentially permanent damage.

GAME EFFECTS: All damage from a projection that gets past protective powers does permanent damage as well as subtracts from hit points. Inanimate objects take double damage.

LEVEL: Affects one level of a projection.
PURCHASE RESTRICTIONS: No more levels of this power may be bought than 1/4 the POW of the hero, and the projection it is used with may not be larger than 1/4 the POW of the hero.

HERO COST PER LEVEL: Equal to the cost of one level of the power and all its other advantages.

ENERGY COST PER LEVEL: Equal to the energy cost of one level of the power and all its other advantages.

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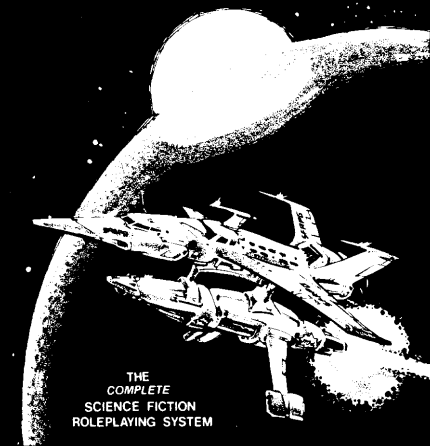
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Even if the target has a hundred hit points, he has the potential to be in dying condition if the user does more permanent damage than the target has CON. As long as the target has positive hit points, he will be able to do things in a dying condition, but he will have to make CON rolls of his (CON minus the excess permanent damage) times 5 to do anything each action rank he is in this condition.

Example: The awesome Devastator with a POW of 20 buys 5 levels of *radiation projection* with a 6-meter-radius effect for all 5 levels. This is a total hero point cost of 15 (for power) + 15 (for 6 meter radius effect) = 30. To buy *permanent effect* for this projection, he must spend a further 30 hero points. Each use of the power will cost him 60 Energy points. If he attacks a target with 20R armor, and rolls 23 points of damage, the target will lose 3 hit points, as usual, and take 3 points of permanent damage.

New power disadvantages

Restricted Equipment

DESCRIPTION: Superhero's gear can only be used by permission.

GAME EFFECTS: Hero's player must make roll on D100 to get use of gear for independent action.

LEVEL: 1% chance of not receiving permission.

PURCHASE RESTRICTIONS: The power of the restricting agency to keep the hero from using the equipment must be real. If the roll is failed, the equipment is not available for the adventure.

HERO POINT GAIN PER LEVEL: 1% of cost of power.

This disadvantage can be used with *vulnerable devices* and with powers such as *gimmick* and *sidekick*.

No Effect

DESCRIPTION: An offensive power will not have any effect versus one form of common protection.

GAME EFFECTS: A power will completely bounce off of one type of protection, no matter how powerful the power or puny the protection.

LEVEL: One protection type invulnerable to the power.

HERO POINT GAIN PER LEVEL: 1/6.

More than one level may be bought so that more than one common protection totally protects against the attack. Some powers, such as *reduction* with force fields or *poison* with armor, already

have such a disadvantage built into their description. This disadvantage may be used to buy additional protections, such as armor as well as versus the *reduction*, or *adaptability* to gas as well as against *poison*.

New handicap

Uncontrolled Change

DESCRIPTION: Hero changes into either hero or secret ID form uncontrollably.

GAME EFFECTS: Under certain circumstances, the hero will unpredictably change from one identity to the other.

LEVEL: 5% chance of change under certain circumstances.

PURCHASE RESTRICTIONS: Exact circumstances must be specified.

HERO POINT GAIN PER LEVEL: 1 if inciting incident is rare, 2 if it is common, +1 if it is the only way the hero can change.

This handicap may be taken once if the change is only from one specific ID to the other, and twice if it goes both ways.

Example: Gargantua the Killing Machine is actually Hiram Sample, traveling salesman. Since he only uncontrollably changes to Gargantua on a 25% chance when a potential customer refuses to listen to his sales spiel, Hiram gets 5 hero points for a rare inciting incident. If this was the only time he changed, he would get an additional 5 points. If the only way Gargantua could change back is if the customer bought something, he would get 5 points for a rare occurrence (since one might suspect the customer would be disinclined to buy anything from this frothing nutcase at this point), and +5 more for that being the only way to change back.

Closing notes

The powers described above are only part of the list now being playtested and refined. Most of the other new powers and their adjuncts are the creation of the SUPERWORLD™ game's many fans, and could not be published here under my byline. They will see publication in future SUPERWORLD scenarios and supplements. If anyone has further powers, skills, advantages, disadvantages, or handicaps they would like to suggest for future SUPERWORLD game publications, send them to:

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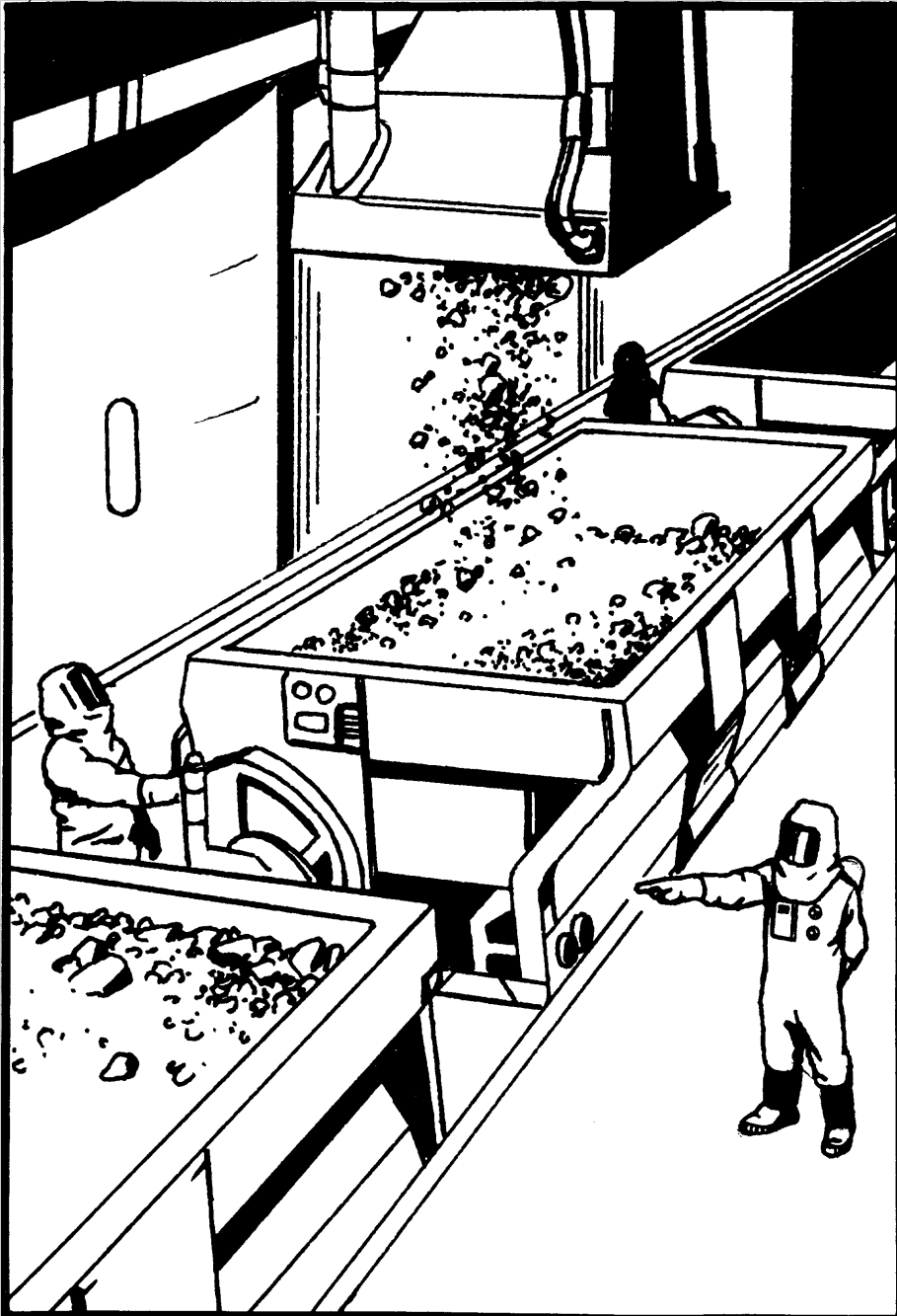
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The Mega-Corporations

STARFRONTIERS® game background

by Kim Eastland



Last month, "The Mighty Mega-Corporations" introduced STAR FRONTIERS gamers to the companies and company wars of the Frontier. This article describes who the mega-corporations are and what they control. The following is a list of "current" (post-Sathar War II) mega-corps, their operations, headquarters, chief executives (if known), subsidiaries, and allies and enemies.

The first five mega-corps share control over their respective areas, and are constantly in conflict with each other.

Pan-Galactic Corporation

Pan-Galactic is still believed to be the largest business entity on the Frontier, but no factual data to support that belief has been released. The PGC has offices on nearly every inhabited planet, but

has now confined most of its operations to financial areas only. Funds for Frontier explorations, business ventures, new governments, etc., are most often supplied by the PGC.

Headquarters: Port Loren, Gran Quivera, Prenglar.

Chief Executive: Chang Kim Lee (Human).

Subsidiaries: No large ones, but PGC owns innumerable small and middle-sized corporations.

Allies: Galactic Task Force, Inc.

Enemies: Steel Corporation, MercCo.

Occasional Opposition: Cassidine Development Corporation.

Steel Corporation

Steel has grown remarkably in the last few decades and is fast approaching the PGC in size and financial power. Steel offices are now spread throughout the Frontier and in the Rim, an area PGC has neglected. Steel specializes in banking systems, savings and loan institutions, and financial backing in real estate and agricultural areas.

Headquarters: Point True, Pale, Truane's Star.

Chief Executive: K'an Ku (Vrusk).

Subsidiaries: The largest are Greater Vrusk Mutual Prosperity Institution, First Dralasite Savings and Loan chain, and the Yazirian Financial Co-op.

Allies: MercCo.

Enemies: PGC, Galactic Task Force, Inc.

Occasional Opposition: Cassidine Development Corporation.

Cassidine

Development Corporation

CDC has also grown over the last few decades, but not to the extent of the Steel Corporation. CDC has offices on all major worlds and is starting to expand into the Rim. CDC specializes in insurance companies and in financial operations of a riskier nature, such as planetary and deep space mining operations, archaeological digs, and off-Frontier exploration ventures.

Headquarters: New Hope, Triad, Cassidine.

Chief Executives: Members of the Board of Directors share equal power; most noted Director is Xoprothun (Dralasite).

Subsidiaries: CDC is fronted so well

of the Frontier

that subsidiaries are relatively unknown.

Allies: CDC has had an alliance, at one time or another, with almost every mega-corp except PGC and Streel.

Enemies: None.

Occasional Opposition: PGC, Galactic Task Force, Inc., Streel Corporation, and MercCo.

Galactic Task Force, Incorporated

Galactic Task Force (usually known simply as Galactic, or GTF) has a monopoly on the business of providing non-military or non-security services for other companies. Almost every service imagined can be obtained from them. They also provide military and security services, but they do not have a monopoly in those areas. Their slogan, "Secretaries to mercenaries, Galactic has 'em all!" is known everywhere.

Headquarters: Port Loren, Gran Quivera, Prenglar.

Chief Executive: Vlad Lopez (Human).

Subsidiaries: Rent-A-Drudge, 24-Hour Escorts, Inc., All-Day Medical Services, and Security Forces, Ltd.

Allies: PGC.

Enemies: MercCo, Streel Corporation.

Occasional Opposition: Various small services and security organizations, local militia, pirates.

MercCo

MercCo was created shortly after the Second Sathar War by enterprising individuals who specialized in warfare.

They received financial backing from the Streel Corporation, and in ten years have developed into a mega-corp. MercCo specializes in mercenaries for hire in temporary or permanent security, military, or high-risk positions. While Galactic usually pumps more credits into hardware for their personnel, MercCo generally has personnel with far more combat experience. These two companies are the primary forces involved in armed conflict in the Corporate Wars.

Headquarters: Buckerton, Kdikit, Madlerly's Star.

Chief Executive: Henshaw (Yazirian).

Subsidiaries: ForceCo (military), SecurCo (security), and RiskCo (high-risk operations of any type).

Allies: Streel Corporation.

Enemies: Galactic Task Force, Inc., PGC.

Occasional Opposition: Various small security organizations, militia, and pirates.

The following mega-corporations have monopolies in their respective areas (60%-70% control of their industry). Although they are involved in armed conflict with smaller companies and pirates, they seldom battle each other except for possession of land, mineral resources, conflict of interests, etc. They have no set allies, enemies, or occasional opposition except for various dealings with pirates.

Trans-Travel

Trans-Travel is a planetary corporation; that is, it is a corporation composed of many different companies all headquartered on the same planet, Terledrom. All of these companies specialize in some form of transportation or the manufacturing of transport vehicles or machines. Trans-Travel itself, as a conglomerate, controls 80% of non-military space travel. This includes transportation of raw materials, processed goods, passengers, etc. Trans-Travel's slogan, "Your safest route is with Trans-Travel," is as much a warning to other mega-corps as an advertisement. T-T considers smuggling a serious crime and will punish it by death if given the chance.

Headquarters: Sengsen, Terledrom, Fromeltar.

Chief Executives: Ruled by a council of Vrusk companies and elected Dralasites.

Subsidiaries: Frontier Spaceship Manufacturing Corporation, Interstellar Vehicles Co., Zeb Aircars, Inc., Hickman Hovercraft, Ltd., Niles Company (automobiles), Grubber Aircraft Industries, Mohan-Johnson Aquatic Vehicles, Stewint Land Transport Company, Curtis Cycle Corporation, Dobson Security Vehicles, Ltd., Angrey Walkways and Pneu-tube Corporation, and Moore Research Labs.

Synthetics Corporation

Synth-Corp provides the vast amount of food, beverages, and "over-the-counter" drugs for the Frontier. It owns many agricultural coops, vast manufacturing facilities, and dozens of pharmaceutical

laboratories. Almost all independent agricultural and dairy operations deal with Synth-Corp, but they are all on very good terms with each other. Synth-Corp has possibly the best reputation of any mega-corp for fairness and quality.

Headquarters: Synthtown, Inner Reach, Dramune.

Chief Executive: Krondot (Dralasite).

Subsidiaries: Thousands of small and middle-sized companies.

Interplanetary Industries

I.I. specializes in high tech, non-computer or communication devices. More galactic patents are held by I.I. than any other mega-corp, and its research labs are the finest and most heavily guarded on the Frontier. Industrial spying is a way of life with most mega-corps and I.I. is no exception. Its private security corps is one of the best.

Headquarters: Lake Vast, Triad, Cassidine.

Chief Executive: Harlan Tho (Yazirian).

Subsidiaries: None.

Nesmith Enterprises of Triad

The NET, as it's called, holds the monopolies on computer and communications equipment. Competition between the NET and I.I. is strong, but it has not erupted into a full scale war, though both mega-corps would like to expand into their counterpart's market. This is a volatile situation that Star Law is doing everything to contain. The NET holds the all-important patent on programming units and body computers, plus the circuitry for most communicators and radiophones. Because of these patents, most other mega-corps have never even considered competing with the NET.

Headquarters: Malicon Valley, Triad, Cassidine.

Chief Executives: The identities of the Board of Directors are not widely known.

Subsidiaries: Hundreds, but all are closely identified with NET (e.g., NET-Progit Industries, NET-Communicator Industries, NET-Computer Labs, etc.).

Universal Households

Universal Households specializes in two distinct areas: textiles/clothing and buildings. Their synthetic apparel resists grime and wear and is inexpensive, but UH also controls the fashion industry; though made to last longer, their apparel

goes out of style yearly. UH buildings are in the areas of pre-fab dwellings and offices, industrial and professional facilities, and other non-specialty facilities. Specialty buildings are expensive and are designed and constructed by architectural engineers (see GOD Co., below).

Headquarters: Hyay, Hakosont megacorps: Planetary Structures, Inc., and Kostiz Fashions, Inc.

Starplay Enterprises

Leisure time activities are the concern of Starplay Enterprises, and most legal intoxicants, confectionaries, exotic cuisine, sporting goods, sports events, gambling and recreational equipment and facilities, and general entertainment are provided by them. Under UPF laws, no single corporation can hold a monopoly in the tri-vid, holograph, or publishing industries, but Starplay comes as close as it legally can to doing just that. It offers dozens of orbiting broadcast stations for subscriber channels, and publishes hundreds of periodicals in all known languages. Many believe Starplay will be the next number one mega-corp.

Headquarters: Maze, Minotaur, Theseus.

Chief Executive: Zsa-Nin (Vrusk).

Subsidiaries: Most major sports leagues and sports facilities, Price Publishing, and the Stellar Entertainment Network.

Tachton Instruments

T.I. controls most of the Frontier's industrial engineering businesses and, more importantly, almost all of the robotics industry. T.I. holds the patents on the Freeswing Gyroscope, which is necessary for the operation of cost-effective bipedal robots, and on the Marilyn Cybernetics Cortex, without which cybernetics would still be a theory.

Headquarters: Tachton, Lossend, Timeon.

Chief Executive: Margaret Bouvia (Human).

Subsidiaries: Raupp Robotics, Elmore Electronic Enterprises, Asimov Positionics, Parkinson Cybernetic Industries, Easley Androids, Ltd., Meyer Robonics, LaForce Industrial Engineering Corporation, and Dawck Factories.

Referee note: it is rumored that T.I. is performing research in time manipulation, though with what success no one knows.

Galaxy Overall Development Company

This is the newest mega-corp and is referred to as GOD Co., by the less reli-

gious. It is located on Hentz, which is ruled by a religious clan, the Family of One. Although not an overly fanatic or expansionistic religion, it does require that everyone who lives on Hentz or works for GOD Co., must wear a uniform showing his or her job and position. GOD Co.'s specialty is architectural engineering and terraforming. Architectural engineering is a lucrative business, but it is the planet-altering terraforming work that has really propelled GOD Co., into a mega-corp. Since the Cassidine Development Corporation funded them and the Capellan Free Merchants underwrote the loan, GOD Co., is particularly indebted to them. With the creation of terraforming, the structure of the Frontier, and even the Rim, may change drastically in the next twenty years.

Headquarters: Ohehome, Hentz, Araks.

Chief Executive: Yeppir (Yazirian).

Subsidiaries: None.

WarTech, Incorporated

The entire WarTech, Inc., military/industrial complex controls about 80% of all weaponry sold, and has virtually eliminated planetary or galactic military escalations. Planetary warfare on the Frontier and on the Rim is usually conducted by mercenaries from Galactic, MercCo, planetary militia, or pirates, who all buy their supplies from WarTech. It is rumored that certain "Doomsday" devices were created by WarTech, but they were deemed too dangerous for "public consumption."

Headquarters: Heston, Hargut, Gruna Garu.

Chief Executive: Yvor Yeeny (Yazirian).

Subsidiaries: Interstar Weaponry, Nova Explosives Unlimited, Newar Laboratories, and the Zik-kit Ordinance Industries (Z.O.I.).

Referee note: WarTech, Inc. is actually the largest mega-corp in terms of annual income.

Eversafe Enterprises

The motto of Eversafe, "Live eversafe and eversecure!" gives some indication as to the hardware available from this mega-corp. Eversafe produces 90% of all available defense suits, power screens, force fields, shields, vehicle plating and defensive attachments, and internal and external security systems. From time to time, Eversafe field tests new defenses through Star Law or MercCo.

Headquarters: Moline, Gollywog, White Light.

Chief Executive: E. LeRoy Lange-Pierce (Human).

Subsidiaries: Wokeekoo Scanner Manufacturing Corporation, Armorall Unlimited (defense suits and screens), Guardall Incorporated (security devices), and The Mikoooc Cardlock Manufacturing Company.

Capellan Free Merchants

This unusual conglomerate of retail outlets, distributors, manufacturers, and trading ships is much larger than most Frontiersmen realize. The most identifiable race connected with the conglomerate is the Ifshnits from the Capella System (out in the Rim). These tiny (one meter, at most) merchants organize the hundreds of planet-hopping trading ships that ply the spaceways with their wares. The Free Merchants have a clear understanding with Trans-Travel and will only transport their own materials and personnel on their ships (attempts at smuggling are up to the referee).

Any being can belong to the Free Merchants, but he must pass a five-year apprenticeship first. Entry into the apprenticeship program requires sponsorship by an already established Free Merchant. The Capellan Free Merchants have been known to venture past the Rim in search of new and exotic items, and many wondrous devices can be found in a Free Merchant's tent, stall, shop, or ship.

Headquarters: Red Island, Bazaar, Capella, The Rim.

Chief Executives: The Council of Twelve, a revolving membership drawn from the Capellan elders who have been Free Merchants.

Subsidiaries: None.

Referee Note: The Capellan Free Merchants seem to be an exception to many rules about mega-corps, such as not really being an exclusive manufacturer of materials and being able to avoid the Trans-Travel monopoly. This is because they were granted a UPF charter to do so, the only one of its kind, in gratitude for the Free Merchant's help in the rough days following the First Sathar War.

Final notes on the corporate wars

The Corporate Wars began in earnest in the year 100 A.F. (after Frontier). "Alien influence" on the Frontier, from trading with the Rim, is on the increase. The future of the Federation and the Frontier is uncertain, but one thing is agreed upon by experts in many fields: the mega-corporations and their wars may make, or break, the UPF and its citizens.

StarQuestions

Questions and answers on GAMMA WORLD® gaming

by Penny Petticord

This time the column takes another look at the GAMMA WORLD science-fantasy game. One question that couldn't be answered concerned conversion of GAMMA WORLD game monsters to the AFTERMATH™ game (by Fantasy Games Unlimited). Interested referees are left to their own devices here; we aren't very familiar with the AFTERMATH game.

If you need some answers to help your gaming campaign, write down your questions and mail them to StarQuestions, Dragon Publishing, P.O. Box 110, Lake Geneva, WI 53147.

Q: What major changes were made when the GAMMA WORLD game was revised in 1983?

A: Besides the obvious cosmetic changes, there are now more mutants, equipment, and creatures in the new rules. The old experience-point system for the game was replaced by a status-point system in which a character gains rank and charisma. In addition, the Adventure Booklet that comes with the set contains a complete adventure and previously unpublished campaign rules.

Q: What past issues of DRAGON® Magazine have articles on the GAMMA WORLD game?

A: Until the ARES™ Section was started, there were few GAMMA WORLD game articles printed in DRAGON Magazine. Issues #19 and 25 (now out of print) contained numerous articles on the game (see the index in issue #76). Issue #52 had a module, "Cavern of the Sub-Train," and issue #75 had some new mutant monsters ("Mutants, men, and machines"). Coverage of the game in this magazine has been continuous since issue #85.

Q: Will there be more GAMMA WORLD game supplements coming out like an expert rules book)?

A: Currently, no GAMMA WORLD game materials are scheduled for release in the near future; the rules themselves are complete. The ARES Section will carry GAMMA WORLD game material, however, and



POLYHEDRON™ Newszine has been carrying GAMMA WORLD game material continuously for many issues now (it is currently running Jim Ward's bimonthly series detailing the Cryptic Alliances).

Q: Can any of the modules made for the first-edition game rules be played using the revised rules system?

A: Yes, the old modules can be used with the new system. The GM may wish to adjust the modules slightly to compensate for changes and new materials, but the rules were not changed so drastically that the old modules are unusable.

Q: At what speed would a horse-drawn wagon travel?

A: 5 km/hr.

Q: Why wasn't Canada depicted on the continental map with the game? What happened to the rest of the world?

A: The map included with the set is only an example of what can be done with the game. We only had so much space to work with, so the rest of the world will have to wait for future releases or articles in the ARES Section. Of course, you can always detail it yourself.

Q: Wouldn't powered plate armor have a lower armor class than plastic armor?

A: No. Plastic armor is made up of material that has been strengthened to steellike hardness and durability, and gives the same protection as powered plate.

Q: Can the different races of the GAMMA WORLD game interbreed and have children?

A: In most cases, no. The genetic make-ups of the various races are too different to allow successful reproduction. If the GM wishes to allow it in an isolated case, fine — but he is on his own for detailing the appearances and abilities of the children. That's outside the scope of the rules.

Q: Can a mutated human with the shapechange mutation make himself look like any human he meets (like a doppelganger from the AD&D® game)?

A: No. *Shapechange* only allows the individual to assume the general form of a species or race, not a specific individual.

Q: What happens to someone who is shifted to another universe by means of *planar travel*? Is he considered "dead"?

A: No, but such a character is permanently removed from play (see below).

Q: How can a GAMMA WORLD character get to an AD&D game universe using technology or mutations?

A: A character might be able to get there via *planar travel*. (Perhaps this question answers the one above concerning what happens to characters who are plane-shifted out of the GAMMA WORLD game.) Alternatively, a group could travel to a new world operating in the AD&D game system using a spaceship or a time machine, provided that they could find operational examples of such items. If the GM wants to allow the transfer, the GM must set up the means.

"A group could travel to a new world operating in the AD&D game system using a spaceship or a time machine."

Q: Can my character modify vehicles so that they run on gasoline instead of energy cells?

A: At the GM's option, a character may convert the power supplies of vehicles in the above manner in 1-3 days, assuming that he has access to proper tools and parts.

Q: Can a character with the *dark dependency* mutation wear sunglasses or cover his face so that he can go out in the sunlight?

A: Just using sunglasses won't do. Bright light doesn't just blind the *dark dependent* character, it does actual physical damage to him. If the character is somehow shielded from *all* light, then the damage might not occur.

Q: Why don't hit points increase for someone with the *taller* mutation?

A: Just because you're bigger than

your companions doesn't necessarily mean you can take more damage — remember David and Goliath? Taller characters do gain additions in strength and bonuses in combat, though.

Q: How would a GM handle a character who has the *shorter* mutation and produces a character only 1 cm tall? Could this character possibly use any weapons or cause anyone harm?

A: Like many mutations, shorter is a mixed blessing. Short characters are not very effective in combat; a 1 cm character certainly cannot use normal weapons, though a poisoned straightpin or a tiny blowgun with poisoned darts is not out of the question. The advantage of being so small lies in being harder to hit and in being able to serve as a miniature spy when need be. Properly played, such a character could be a worthy addition to a group.

Q: Is it possible to buy a copy of the old *Metamorphosis Alpha* game from TSR, Inc.?

A: No, they were sold out a long time ago. Grab one if you can find it — it's a rarity. *Metamorphosis Alpha*, as far as we can tell, was the very first science-fiction role-playing game ever developed.

Q: Will TSR, Inc., be making any white-metal miniatures for the GAMMA WORLD game?

A: Not in the near future. However, the miniatures for the STAR FRONTIERS® game that TSR produces, as well as the fantasy and science-fiction figures made by other companies, will serve perfectly well.

Q: What help can you give me on setting up "high-level" GAMMA WORLD game adventures?

A: Under the revised rules, GAMMA WORLD game characters do not advance in level or gain extra hit dice and powers as in the AD&D game, although progressing in rank does offer some advantages. Adventures set in high-tech areas or in wilderness areas where the characters cannot easily return to "home base" can be created. Future articles in the ARES Section may address this question (see, for example, Jim Ward's "A World Gone Mad," in issue #86 of DRAGON Magazine).

Riddle of the Ring



FELLOWSHIP GAMES has sold its unique design for this game to **IRON CROWN ENTERPRISES**. Before ICE's release for world-wide distribution, a **LIMITED** number of the original editions are available from Fellowship Games at a special price.

Riddle of the Ring recreates the story of Tolkien's trilogy in a different way every game **without** cumbersome tables and charts. It's designed for any number from 2 to 8 competing as individuals or playing on teams. Each player makes the game as simple or as complicated as he wants by using the powers of Middle Earth to interact with others and achieve his quest. An almost limitless choice of strategies and playing styles are available for novices and experienced gamers alike. Several exciting games are easily completed in an evening's time.

Each player becomes a Hobbit or a Black Rider as he sets out to find The Ring and take it to its source. There are many encounters with your favorite characters and creatures from Tolkien's books along the way. As in the books, the outcome is always uncertain until the final, dramatic moments at Mt. Doom or Barad-Dur.

As in roleplaying, plots develop according to luck and the creativity of the players. Some amass armies, some use knowledge, yet others rely on speed. The Riddle and the (not-so) Friendly Exchange, and a refreshingly playable approach to travel, battles and clairvoyance are just a few features that allow levels of player interaction found in few other games. Players discover new levels of subtlety and fun with experience for long-term appeal.

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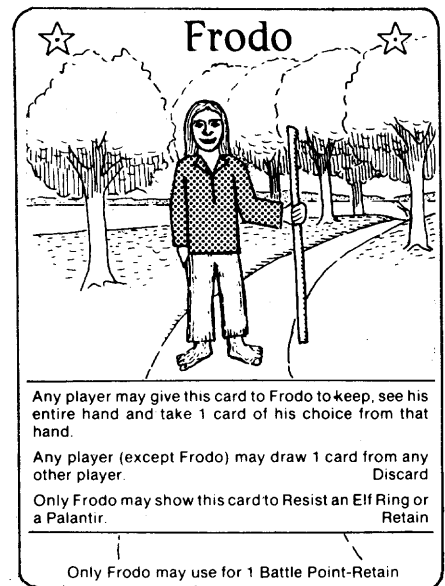


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Notice Concerning Publication of Riddle of the Ring

Fellowship Games, Inc., has sold RIDDLE OF THE RING to Iron Crown Enterprises, Inc., the exclusive worldwide license-holder of fantasy role playing and adult board games based on J. R. R. Tolkien's THE LORD OF THE RINGS and THE HOBBIT. The unlicensed publication of RIDDLE OF THE RING occurred as a result of a misimpression by Fellowship Games concerning the

copyright and trademark status of Professor Tolkien's books. Its original publication was not intended to conflict with the legal rights of the Tolkien family or its assigns, nor was any malice involved in its release. Fellowship Games now realizes that all the text of these works are copyrighted and that all the names and places therein are trademark properties of Tolkien Enterprises, a division of Elan Merchandising, Inc. Since this precludes unlicensed publication of games based on THE HOBBIT or THE LORD OF THE RINGS, Fellow-

ship Games has transferred its design to the exclusive licensee Iron Crown Enterprises (ICE). ICE purchased RIDDLE OF THE RING because it is a fine game which was produced under unfortunate and unacceptable, circumstances. Any further sale of RIDDLE OF THE RING is based on approval by ICE and is restricted accordingly. All other parties are warned that any unauthorized publications of games based on Professor Tolkien's works, regardless of intent or circumstance, will not be permitted and may result in legal action.

GEN CON® 17 Game Fair Report

by Roger E. Moore

The GEN CON® 17 game convention has come and gone (finally); your editors can now rest their feet and sleep normal hours. Some fascinating new science-fiction and science-fantasy games were presented at the convention, and several stood out for special mention.

TSR, Inc.'s MARVEL SUPER HEROES™ game seemed to be doing very well. Many gamers could be found wandering the Parkside campus studying the *Avenfiere™ Assembled!* module or clutching boxes of MARVEL SUPER HEROES game miniatures. Also released at the convention was MH-3, *Murderworld!*, complete with Arcade™, She-Hulk™, Murderworld, and even a special bonus: DR. DOOM™! The world of superhero gaming will never be the same again.

For those who couldn't wait for the movie, the 2010: *Odyssey Two Adventure* was unveiled by TSR, Inc., as well. Designed for STAR FRONTIERS® game

rules (though not set in the Frontier), the module presents the tale of mankind's second contact with a superior intelligence at the planet Jupiter. The module is breathtakingly beautiful, complete with blueprints of the Discovery and *Leonov* spacecraft, character descriptions of the major astronauts and cosmonauts on the second mission, maps and photos of the Jovian satellite system, and, of course, HAL 9000. The whole adventure may be adapted without serious difficulty into a regular STAR FRONTIERS game campaign, and would be well worth it. The 2001: *A Space Odyssey* module will be coming soon.

Pacesetter, Ltd., displayed a unique role-playing game about time travel and parallel universes, the TIMEMASTER™ game. The player characters are members of the Time Corps, a 72nd-century organization fighting a time war with an alien race that wishes to subjugate humanity. Time-travel modules to France of the Three Musketeers

(*Crossed Swords*) and World War II (*Missing: PT 109*) were offered as well. The TIMEMASTER game appears to be the strongest and best-developed entry in the field of time-travel gaming, and is worth a look. The parallel universes concept, in which alternate histories of our Earth can develop from "minor mistakes," is especially fascinating.

FASA Corporation offered a large number of new products for their STAR TREK®: The Role-Playing Game line, with some items for their *The Last Starfighter* movie license. The major STAR TREK game items appeared to be the STAR TREK III Sourcebook Update, which featured new information based on the last two movies, and the STAR TREK III Starship Combat Game.

Larry Niven's popular "Tales of Known Space" series was brought to life by Chaosium, Inc., in the RINGWORLD™ game. One can explore the Ringworld and meet the hominid races that populate it as a human, hominid, or Kzinti player character. The system is very detailed and will be supported by "RINGWORLD Companion" booklets in the coming month; one was offered at the convention that gave details on Martians, Night Hunters, Pierin, Slavers, and Killer Whales (among others) in the RINGWORLD universe. Don't shake hands with a dusk devil.

Several new supplements and adventures for the TRAVELLER® game system were on sale at the convention. The long-awaited *Secret of the Ancients* module was a suitably high-powered encounter with the Ancients themselves, complete with the real history of that legendary race and a taste of their *current* powers. Not for the faint of heart.

West End Games offered the PARANOIA™ game, a bizarre role-playing system in which the players become trouble-shooters in the service of an insane mega-computer in a futuristic underground society. Their mission is to root out traitors and "terminate" them. Sadly, all of the players are themselves traitors. This is one of the funniest science-fiction games on the market.

In all, a superb selection of new and innovative games for those who wish to explore the strange new worlds of science-fiction role playing. Congratulations to all.

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SF/gaming convention calendar

CONSTELLATION III, Oct. 19-21

This convention will be staged at the Sheraton Inn located in Huntsville, Ala. Master of ceremonies will be Frank Kelly Freas, and guests of honor will include Gordon R. Dickson and Maurine Dorris. Featured events are readings, panels, autograph sessions, a masquerade, hearts and gaming tournaments, an art show, and an auction. Registration fees for the convention are \$16. For details, send a self-addressed, stamped envelope to Con-Stellation III, P.O. Box 4857, Huntsville AL 35815.

CRUSADER CON IV, Oct. 19-21

This event will be held at the Metropolitan State College campus in Denver, Colo. Events will include *Diplomacy*®, *Kingmaker*™, *AD&D*®, *Traveller*®, *Squad Leader*™, *Car Wars*™, and *Star Fleet Battles*™ tournaments. Registration is \$10. For details, contact: The Auraria Gamer's Club, P.O. Box 13395, Denver CO 80201-3395.

DRAGONKING 1984, Oct. 19-20

This fantasy convention will be held at the campus of Colby College in Waterville, Maine. Various role-playing games and seminars will be featured. For more details, contact: Dragonking, 153 Main St., Waterville ME 04901, or call (207) 873-1508.

BOUCHERCON XV, Oct. 26-28

This convention, which focuses on the mystery and crime fiction genre, will take place at the Americana Congress Hotel in Chicago, Ill. Guest of honor will be Bill Pronzini, one of the field's most prolific and popular authors. Events will include feature talks, panel discussions, slide shows and films, and a Sunday banquet. Registration fees are \$25; banquet charge is \$15. For more details, contact: 2nd City Skulduggery, P.O. Box 576, Hinsdale IL 60521.

FANTASY FAIRE, Oct. 26-28

This annual convention will be held in Alhambra, Cal., and will feature numerous fantasy role-playing games, "filmsinging," films, a cabaret, and a costume contest. For further details, contact: Fantasy Publishing Co., 1855 West Main St., Alhambra CA 91801, or call (818) 337-7947.

ICON IX, Oct. 26-28

This annual science-fiction convention will be staged at the Abbey Inn in Iowa City, Iowa. Guests of Honor will be Dean Ing and Wilson Tucker. Registration fees are \$15. Art show and huckster inquiries are welcome. For further information about the convention, contact: Icon IX, P.O. Box 525, Iowa City IA 52244-0525.

OCTOBERCON III, Oct. 27-28

Guests of honor for this role-playing convention will be Carl Smith and Mark Acres, game designers from Pacesetter, Ltd. Though there will be no registration fees, there will be a \$1.50 charge per event. For details, contact: Hobbies & Crafts, 220 Oak St., Grafton WI 53024, or telephone (414) 377-5105.

NECRONOMICON '84, Nov. 2-4

This convention will be held at the Holiday Inn in Tampa, Fla. Guests of honor will be Larry Niven and Andre Norton. Activities will include panels, autograph sessions, an art show, trivia contests, and a special tour to the Kennedy Space Center. Registration fees are \$15. For further information, send a self-addressed, stamped envelope to: Necronomicon '84, P.O. Box 2076, Riverview FL 33569.

R-CON 1, Nov. 2-4

This gaming convention will be held at the Genesee Plaza Holiday Inn in Rochester, NY. Guests include David Gerrold and Forrest J. Ackerman. Featured will be role-playing and board games, panels, films, an art show, and a masquerade. Registration fees are \$12. Contact: R-Con 1, P.O. Box 1701, Rochester NY 14603.

UTHERCON 4, Nov. 9-11

To be held at University of Texas in Austin, Texas, this convention will feature a wide range of role-playing games. Registra-

tion fees are \$3 until November 1, and \$5 thereafter. Contact: David F. Nalle, 3212 Red River #109, Austin TX 78705, or call (512) 477-1704.

CONTACT '84, Nov. 16-18

This science-fiction convention will be staged at the Sheraton Inn in Evansville, Ind. Guests of honor include Timothy Zahn and the creators of the *Star Trek*® role-playing game. Registration fees are \$10. For details, contact: RCSFA, P.O. Box 3894, Evansville IN 47737.

UNICON 1, Nov. 30 - Dec. 2

This gaming convention will include various role-playing competitions, retail booths, and speakers. Admissions fees are \$5 for the weekend, \$2 per day for Nov. 30 and Dec. 2, and \$3 for Dec. 1. For more information, send a self-addressed, stamped envelope to: John A. Stormes, Box 279, L.A. Pittenger Student Center, 2000 University Avenue, Muncie IN 47306.

U-MASS CON, Dec. 1-2

This gaming convention will take place at the University of Massachusetts in Amherst, Mass. For more details, contact: Steven Bailey, P.O. Box 117, Amherst MA 01002.

EVECON II, Dec. 28-30

This convention will be staged at the Tysons Westpark Hotel in McLean, Va. Attendance will be limited to 1,200 people. Admission fees are \$10 until November 1, \$12 until December 1, and \$15 at the door. For more details, contact: EveCon, P.O. Box 128, Aberdeen MD 21001.

RUSTYCON II, Jan. 18-20

This convention will be held at the Sea-Tac Hyatt in Seattle, Wash. Registration fees are \$15 until December 31, and \$18 at the door. Contact: Michael Scanlon, P.O. Box 47132, Seattle WA 98146.

WAMCON '85, Feb. 15-17

This convention will be held at the Chamberlain Hotel near Hampton, Va. Events will include a writer's seminar, panel discussions, and NASA displays. A. C. Crispin will be guest of honor. Admission fees are \$12 until October 31, \$15 until December 31, and \$20 at the door. A special gaming fee of \$10 exists for those participating in gaming only. Contact: Wam-Con, P.O. Box 2223, Poquoson VA 23662.

WISCON 9, Feb. 22-24

This annual science-fiction convention will be staged at the Concourse Hotel in Madison, Wis. Guests of honor will be writer Lisa Tuttle and artist Alicia Austin. Admission fees are \$13 until January 31, and \$18 at the door. Contact: SF3, P.O. Box 1624, Madison WI 53701, or call (608)251-6226 (days) or (608) 233-0326 (evenings).

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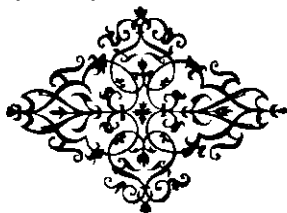
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Creative Prospects in Gaming

The forum

(From page 6)

render it moot after a time. In my own experience I have run across three ways of dealing with this situation. I've used these methods in various combinations to good effect, the final criterion being the players' enjoyment.

1. Regarding the prepackaged modules available from TSR and others, I've found it best to alter them substantially before working them into a campaign. Players will often be acquainted with the better modules, and changes help balance this knowledge. Changes also personalize the adventure for the campaign and the DM rather than rubber-stamping.

2. In response to the ever-increasing abilities that come through level advancement and may prove a difficulty, I have had some success with what I call a maturity requirement. A player character must be mature enough to handle the increase in ability. This maturity is reflected in the PC's age. When the character reaches the upper teens or lower twenties in level, he or she is near the end of natural life and will die unless artificially aided. If so aided, I use the table on page 13 of the DMG for the maximum age attainable without (very rare indeed) divine intervention.

On the surface, this may seem little better than an arbitrary level cutoff, but it is very much more. Use of this method allows a solution to the imbalance, other than starting over, and accrues an additional advantage. Characters can establish a lineage and, if campaign circumstances permit,

a dynasty! Players will be able to follow their PC's extended family for generations. This adds realism and rich detail to any campaign.

3. The third solution is the one I like the best. Deviating from the idea that PCs are exceptional individuals in their worlds, I propose that they are instead not all that exceptional in a total population breakdown. I postulate that there will be others of equal or greater mettle and that they will be encountered by the PCs, birds of a feather. I set my percentages as follows: 40% 1st through 7th level, 40% 8th through 16th level, and 20% 17th-plus levels.

Mr. Gygas may demur at this breakdown, but I've found it eminently useful. Characters can advance normally. They will come to the attention of increasingly powerful individuals as they themselves become more powerful, and will have to deal with these individuals. The outer planes can remain somewhat mysterious because the PCs will have their hands full with the machinations of NPCs guarding their superior positions or looking to become superior by knocking off the PCs and confiscating their holdings.

Jim Parks
Fairdealing, Mo.

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I WAS NOT AT ALL
PROGRAMMED FOR
PHENOMENA SUCH
AS THIS!!

OBVIOUSLY DIS LIL'
FLAKE AIN'T EVER
SEEN A MAGICAL
PACK OF HOLDING.

LOOKS LIKE I DON'T EVEN NEEDS
TO GET DAT SECRET BLASTING
WEAPON OUT... I DONE BLEW HIS
LIL' SOCKS OFF.

SEE...
I TOLD YA
I WAS
POWERFUL
AN'
IMPORTANT.

I THINK I JUS'
ESTABLISHED MY
EDGE ON DIS DUDE.

OH YES... YOU ARE, SIR,
I WILL BE OF SERVICE TO
YOU AND RECORD ALL OF
YOUR GREAT AND HEROIC
DEEDS!!

© ELMORE '84

AHEM... WELL, SOMETIMES I, AAHH... I GETS
TA MEDATATING REAL DEEP ABOUT
GREAT THINGS... AN' AT DOSE TIMES
MY MIND IS NOT ON SIMPLE THINGS... LIKE
FIGHTIN' AN' SELF PROTECTION... I COULD
USE HELP ON DOSE THINGS.

YES, I UNDERSTAND.
I WILL TAKE CARE OF
DEFENSE WHILE YOUR
GREAT BRAIN RISES
TO GREATER HORIZONS.

YEAH, NOW
YA GOT IT!

AVEEARE... MY POWERS TELL
ME DERES A ROAD JUS'
OVER DAT HILL.

WHERE ARE
WE GOING?

I'M ON A MISSION FOR
A FRIEND, I'M GOIN' TO
A DREADFUL PLACE TO
DESTROY AN ARTIFACT.

I WILL
ASSIST.

A COUPLE OF HOURS LATER...

AH... HERE'S DA OL'
NORTH ROAD AN' DAT
WAY IS NORTH...
LET'S KEEP MOVIN'.

AMAZING.

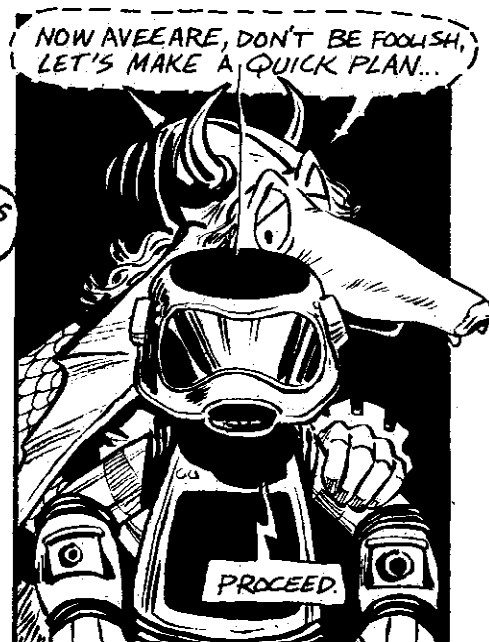
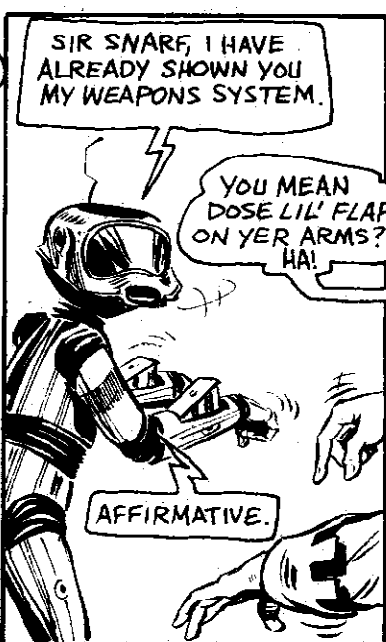
GAA!!!

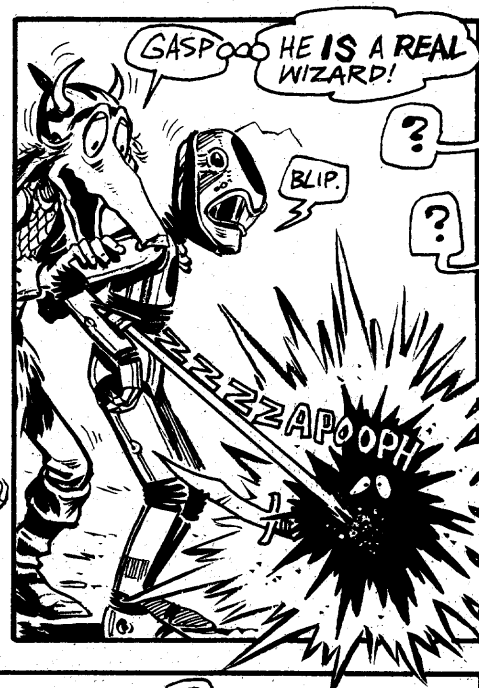
YEEEEIIIIAAAHHH!!

BLEEP!!

WHAT BE YE DOIN' ON
SECH A LONELY ROAD?

TRAVELIN'...
WHAT'S YER
BASIC PROBLEM?





...STAY ALERT!... TRUST NO ONE!...
...KEEP YOUR LASER HANDY!...

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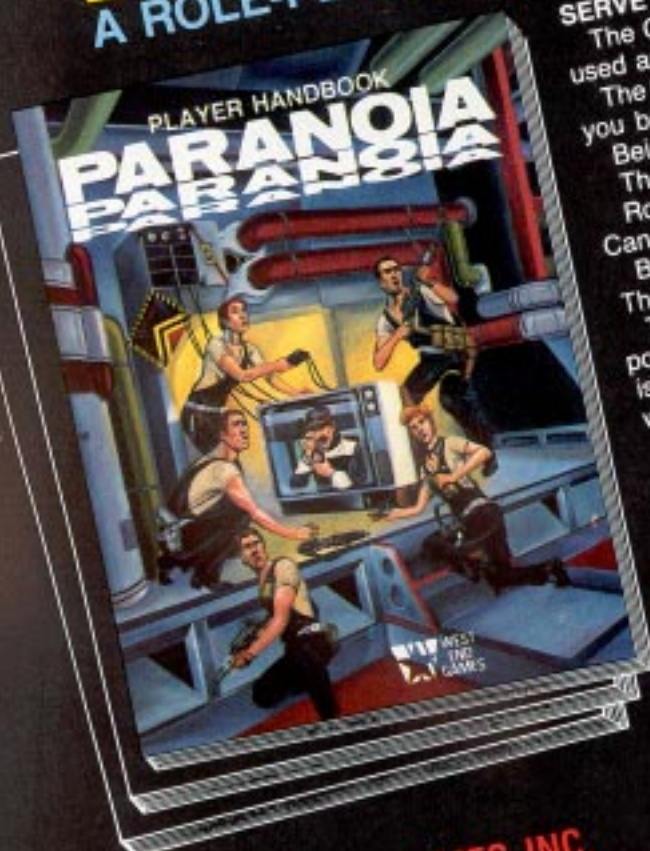
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